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DAWN of MANA™

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Issue No. 148

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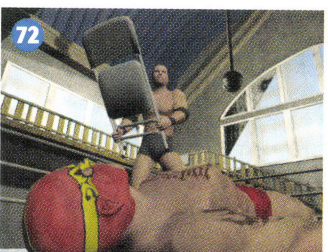
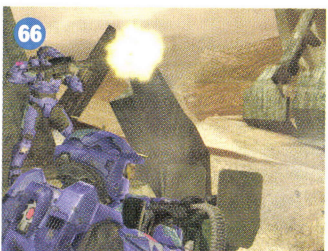
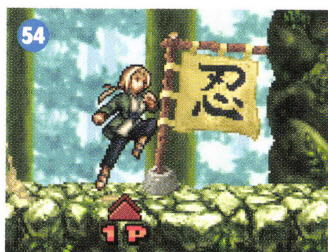
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The Gaming Lifestyle

What is a gamer?

The dictionary offers a variety of definitions for this word, from a person who is ready for anything and plays through the pain to simply anyone who enjoys playing games. And within the world of electronic games, we find almost as much diversity.

In re-shaping *TIPS & TRICKS* to its new format, we often reference the evolution of what we call this magazine's "lifestyle" columns and features. By "lifestyle" we mean simply that *T&T* regards gaming as a hobby. As with all hobbies, however, the members don't all participate at the same level. There are casual gamers, hardcore gamers and all flavors in between.

So what flavor of gamer is the new *TIPS & TRICKS* aimed at?

Well, if vanilla ice cream represents the casual gamer and chocolate stands in for the hardcores, we like to think of ourselves as Heavenly Hash, a delightful confection of vanilla, chocolate, fudge, marshmallows, nuts and just about anything else the manufacturer can offer to widen the flavor.

We believe that our readers are fascinated by the lifestyle of gaming, from movies and music to action figures and animation. We look at gaming from the point of view that anyone who enjoys playing video games will also have a natural curiosity about, and affinity for, other components of the game culture, from *Gaming Gear* to our *Japan Report*.

Lifestyle content now comprises as much of this magazine as do its strategy elements—with no reduction of the tips and tricks for which we were originally named. And while we intend for our new site (TipsTricks.com) to become the unsurpassed searchable-strategy destination on the Web, we will also be transporting that lifestyle coverage online.

So enjoy, gamers...and while you're at it, we recommend a nice bowl of Heavenly Hash ice cream.

—Bill "The Game Doctor" Kunkel
Editor in Chief



IMHO

More Opinions Than a Supervillain Has Minions!

by the Writers, Editors and Readers of *Tips & Tricks*



When we introduced this opportunity for the *TIPS & TRICKS* community to vent on a variety of subjects both deep and shallow, we had no idea where it would go. For one thing, it was the first time we ever asked readers to respond to something in *T&T* by way of e-mail.

To say we've been pleasantly surprised doesn't begin to describe how delighted we are with the response. We ran many of your answers on our MySpace page (www.myspace.com/tipsandtricksmagazine) and are even now transferring them to our new site (www.tipstricks.com). We also introduced a new set of questions and even allowed our MySpace friends to help participate in the current set of questions.

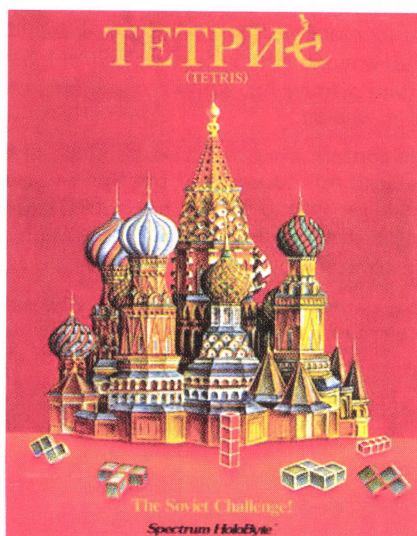
Check out the sidebar in this article for some of your IMHOs from our February issue, but for now, both *T&T* readers and writers offer their Humble Opinions on these burning issues:

If Tetris came along today, because of its lack of visual pizzazz would it be produced for any systems but the DS or GBA (and maybe as a free online game)?

Geoff Arnold, Senior Editor: Yeah, I think it would be picked up for Xbox Live Arcade. Oh, and the obvious of course, the Wii. Tilt and shift my controller to manipulate moving blocks? Hell, yeah.

Charlotte Chen, Executive Editor: I don't think it's fair to judge anything from the past by speculating on how it would perform in the future. 20 years from now, gamers will probably think *World of Warcraft* looks like ass compared to what they'll currently be playing. Unless everyone is hiding in bunkers after a nuclear holocaust. In that case, I think *Tetris* would be extremely successful on any working platform as a way to pass time before the inevitable onset of cannibalization and zombie attacks.

Pat Reynolds, Contributing Editor: I actually think that *Tetris* would be a huge phenomenon if it appeared today... as an offering on something like Xbox Live Arcade at a reasonable \$8-\$10 price point. Look at games like *Geometry Wars Evolved*, and the lengthy list of classic titles available on the current systems' download sites: *Time Pilot*, *Joust*, *Q*Bert*, *Super Mario World* and so many others are experiencing an enormous resurgence as well as hitting new gamers who never experienced them when they first rolled into arcades or onto now-classic systems. If *Tetris* were created now, I think it would be a hit, and get lots of play time, on the current consoles.



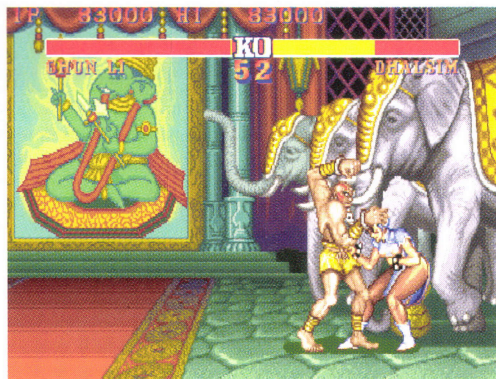
Anatole Brown, Contributing Editor: That's a tough question to wrap my mind around. Almost all the popular puzzle games today are influenced by *Tetris* in one way or another. It's like asking whether The Beatles would be a hot band on iTunes if they debuted today. When the game first appeared in the mid-'80s, it had a certain amount of Cold War mystique that I don't think can be felt or understood today. Russia seemed like a distant, gloomy and unfathomable country to many Americans at the time, and yet here was this incredibly addicting and fun game programmed by a Russian! Was designer Alexey Pajitnov in hiding from the Russian fun-police? Was *Tetris* really a Russian government conspiracy to get Westerners hopelessly addicted to a video game?

What's up with the Kremlin Palace on the box and in the backgrounds? When I first played the game and heard the soundtrack, I remember thinking, "Is this what Russian music sounds like?" Unfortunately, I don't think *Tetris* would have the same kind of sociopolitical impact today, but its ingenious gameplay design would probably make it one of the greatest homebrew titles of all time.

Abbie Heppe, Entertainment Editor: Well, publishing rights aside, I think it would fare extremely well as an XBLA title. A lot of the titles there are simplistic puzzle games and they're extremely popular.

Chris Bieniek, Editor: This is kind of a trick question, because if *Tetris* had not been invented, we would not be where we are today with systems like the Xbox 360, Wii and PlayStation 3. Not to take anything away from Alexey Pajitnov, who I greatly admire, but there's no way we would have people designing games as complex as *Halo* or *Grand Theft Auto* without having thought of *Tetris* first. *Somebody* would have come up with that idea before we got to *Gears of War*, you know what I mean?

Anyway, as a brand-new game idea in 2007, I don't think that *Tetris* would be manufactured in disc form, but I'm sure that it would be available on the Wii's Virtual Console, Xbox Live Arcade and the PlayStation Store. Oh, and don't forget about the PSP and cell phones.



Where are the new *Street Fighter* games? This is an amazingly popular series with amazingly popular characters. What have they been up to? Maybe Dhalsim really is a cab driver these days.

—Chris B.

Bill Kunkel, Editor in Chief: I think *Tetris* was the perfect game for its time. Let's face it, without *Tetris* the Game Boy might never have lasted past its first incarnation. I think that while there are places where this magnificent game could still shine, there's no way it could be the sensation it was in the '90s any more than *Shanghai* would be more than a public domain or download entry.

What famous franchise has lost the most luster in the past year?

Charlotte: *Sonic the Hedgehog*.

Anatole: Without a doubt it has to be *Sonic the Hedgehog*. Once hailed as the king of attitude, Sonic seems to have gotten lost in the next-gen shuffle. The most recent release on the Xbox 360 and PS3 didn't quite live up to the classic icon's groundbreaking style. I think the consolidation of Sega's Sonic Team staff has really affected the franchise and in many ways diminished the importance of Sonic as Sega's leading mascot.

Pat: *Sonic the Hedgehog*. The latest entry into Sega's long-running franchise, the game that they are on record as promising would herald a return to Sonic's glory days, was a complete bust. The game still has a broken

camera, slippery controls, last-gen graphics and some of the worst load times I've experienced. *Sonic* became famous as a 2-D side-scrolling platformer and I think Sega needs to get back in touch with what made the character great.

Steve Bates, Reader: For sure, my answer to this is *SSX*. *SSX1* was a smooth, stylish snowboarding game that had tons of over-the-top attitude and snowboarding action. I think it was the PS2's most impressive launch title and I still play the game today. The *SSX* series later continued with *SSX Tricky*, which had even more attitude and the addition of the insane ÜBER tricks. After that came *SSX3*, which continued the trend of over-the-top action with the Super ÜBERs, giant half-pipes and monster tricks. But then something happened, and that something was *SSX On Tour*. The wild per-

sonalities of each boarder were swept under the rug, and the player was forced to make their own Create-a-Character to use in the game. The [character creation option] wasn't

even robust, and served mostly to snuff out a huge chunk of the game's overall personality. Beyond that, the soundtrack was mostly a sloppy mess of mainstream rock and metal, which seemed to tie in well with the uninspired "Napoleon Dynamite's sketch-book" layout. Even worse, *SSX OT* couldn't even continue the tradition of insane tricks, opting to include a "slo-mo" Monster Trick system that slowed the game's normally smooth and streamlined pace to a lurching crawl and made the tricks frustratingly hard to land with their twisting camera motions. *SSX Tricky* was once a pinnacle of style and attitude that carved marvelously through the scores of other snowboarding titles on the market, but in late 2005 (this counts as a year, right?), *On Tour* lowered *SSX*'s standards to a depressing level. That is why I think *SSX* was the franchise to lose the most luster in the past year.

Chris B.: *Street Fighter*. Over the past several years, actually. Where are the new *Street Fighter* games? This is an amazingly popular series with amazingly popular characters. What have they been up to? Maybe Dhalsim really is a cab driver these days. Come on, Capcom, put them in an RPG or something before people forget who they are!



Geoff: *Mega Man*. Can we please get a completely new, next-gen game? Thanks.

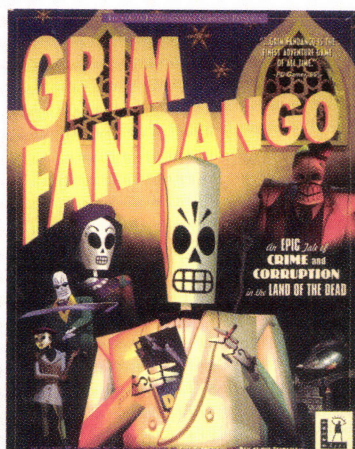
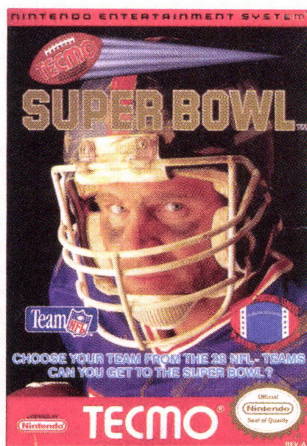
Bill: I've got to yield to peer pressure on this one. When *Sonic* was first released on the Genesis, it was a revelation. I guess some classic platform games are never the same once they move into the third dimension.

What's the oldest game in your collection (not counting classic retro collections) that you still play regularly and why?

Geoff: *Tecmo Super Bowl* for the NES. Because it's the greatest football game known to mankind.

Chris B.: *Adventures of Tron* for the Atari VCS (2600). I was never really a fan of the *Tron* movie, but this game has had me hooked for 25 years and counting. I absolutely love the rule set, the difficulty progression and even the controls (which some people hate). But the thing I like best about it is that every time I lose a life—and I mean every single time—I always see it coming. It's always because of some tactical or timing error that was completely my fault, and completely correctable. So every time I reset, I always feel like I'm capable of doing better in the next game. I can't think of any other game that makes me feel that way.

Charlotte: I am a misanthropic recluse, so I prefer single-player games, which means I rarely replay anything unless it has a great story that stands up over time. My favorite game to revisit is *Grim Fandango*, the LucasArts adventure game for the PC. The story, characters and settings are phenomenal, and it's full of hilarious dialogue as well. Tim Schafer is a great storyteller and I've loved all the games he's worked on.

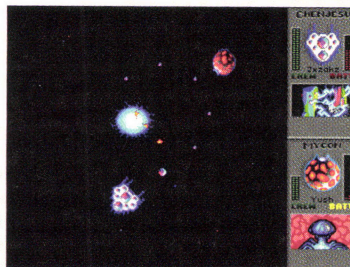
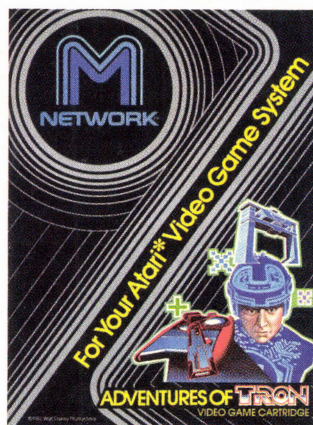


...all the downloadable content on the current consoles tends to dominate my gaming. It's like revisiting old friends.

—Abbie

Anatole: I don't usually break out my old consoles, because it's such a pain to rummage through my heap of stuff to find the right controller, game, cords, etc. But when I do, I like to play *Galaga '90* on TurboGrafx-16. Thanks to Nintendo's Virtual Console, I've been playing lots of *Alien Crush* on the Wii!

Abbie: I still have my original copies of *Doom* and *Quake*. I was surprised how much fun I still have playing those titles. A lot of my really old games got passed along to friends or family when I moved away from home. That's one reason all the downloadable content on the current consoles tends to dominate my gaming. It's like revisiting old friends.



Pat: *Star Control* for my Sega Genesis. There has never been a game quite like it for any system since. The strategy portion—with the innovative randomized, rotating star system through which you navigate your starfighters, colonizing and fortifying planets and discovering ancient weapons to add to your fleet—mixed with the ex-

hilarating real-time ship-to-ship combat make the game a completely unique and deep gameplay experience. The feeling of defeating a mighty Ur-Quan Dreadnaught with a lowly Arilou Skiff or

Shofixti Scout is something that few games have managed to reproduce for me over the years.

Cameron Robbins, Reader: Man, I keep playing *Contra*. That side-scrolling action is what I live for...plus, it's freakin' hard. I like to steal

the multi-shot from my friends when we go multiplayer. Just the look on their faces when they see that upgrade and then—YOINK!—I snatch it away!

Bill: I don't know about you, but I have got to get a copy of *Star Control*; I never cared that much about the strategy part, but those ship-to-ship battles were truly a blast. And Cameron, I'm definitely not playing *Contra* with you. But in terms of the oldest games I still actually play, the only reason I keep my N64 installed is so I can play *GoldenEye 007* in deathmatch mode when another gamer or two comes by...



and I still enjoy messing with the classic THQ wrestling games (like *WCW/InWo Revenge*) for the N64 when Aki was behind the franchise.

"Highlander," Reader: I have to say *Super Mario Bros. 3*, for two reasons. One, it's one of those games where you remember every secret and can pass the whole game in, like, a half hour or less. I keep playing in hopes of getting my score higher or my overall completion of the game faster. Two, because I derived my first word from that game. It was one of the first games I [saw] after I was born. My parents would say, "Mira mijo, look at the pretty clouds," when they got to any part where you floated up to the top of the clouds to grab coins. One day I was in my crib (cause I was 11 months old) and I saw my father reach a level in the clouds, so I chirped the word "Mira" (meaning "to look"). He stopped the game and restarted it to check whether I had really spoken my first word. And sure enough, I had!

What's the most disappointing next-gen remake of a classic game?

Charlotte: *Sonic the Hedgehog* for the Xbox 360. It had so much potential. It could have been the next *Super Mario 64*. Instead it was riddled with gameplay problems like a camera that would swing around at the most inopportune moments, long loading times and areas where you'd just get stuck on a wall or something and fall to your death.

Geoff: Trying to play *Black Tiger* on an HDTV and dealing with the mysterious "video signal latency" problem is very disappointing. [Geoff is sad.]

Anatole: What the heck happened to *Bomberman*? In

Bomberman: Act Zero for the Xbox 360, everyone's favorite super-deformed hero was replaced by a futuristic, post-apocalyptic cyborg. The new first-person mode also completely defeats the tactical top-down view of the original game. Someone at Hudson got a little too crazy with the nip-and-tucking!

Chris B.: I agree, *Bomberman: Act Zero*. It's not a bad game at all, but I'm a fan of the traditional *Bomberman* character designs, so I was disappointed that the 360 game featured human soldiers in cyber-armor instead.



Abbie: *Bubble Bobble Revolution*. I'm a huge fan of the original and it's terribly fun. Then they released the classic game and a new version on the same DS cartridge. The old game is a blast, but the new version is confusing, difficult and not fun. They tried to make it a true DS game by using both of the screens, and they evolved the backgrounds and changed the gameplay a bit, but *Bubble Bobble* never needed that. The original is still as much fun as I remember it being.

Pat: The recent *Final Fight* game pops into my mind. As a fan of classic 2-D beat-em-ups, *Final Fight* is still a legend to me. The game redefined the genre and spawned countless copycats...including *Streets of Rage 2*, which I still own for

my Sega Genesis and play to this very day, and count as the best example from the glory days of 2-D side-scrolling fighting games. *Final Fight: Streetwise* took the legendary franchise and crammed it into a lackluster game, effectively erasing everything about the game that made it great and replacing it with generic characters, locations and controls.

Bill: The original *ToeJam & Earl* is one of the great games of the Genesis era. Even the second *TJ&E* Genesis game, in standard platform format, was outstanding. So why did it seem so totally lost on the Xbox?



We'll leave you with that thought...and as you ponder it, along with the other Humble Opinions offered in this latest IMHO installment, we urge you to contribute your own Opinions to these weighty issues either via e-mail (Mail@TipsTricks.com with "IMHO" in the subject line) or snail mail (TIPS & TRICKS, 8484 Wilshire Blvd. #900, Beverly Hills, CA 90211) in which case Earl will bring it to us.

In addition to the magazine, your IMHOs appear regularly on our MySpace page (www.myspace.com/tipsandtricksmagazine) as well as our new site, which should be repackaged and ready to rock any day now (www.tipstricks.com). **T&T**

IMHOs: The First Batch

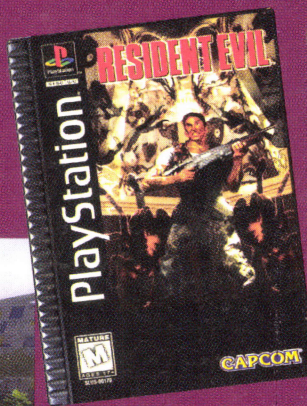
IMHOs are still arriving for our original set of questions from issue #144. Some have appeared on our MySpace page, while others will be turning up any day now on our new Web site, but we felt we should run some select Opinions right here:

Randy of Chesapeake, VA responded to our question about the scariest moment he's experienced while gaming: "The scariest video game moment is always your first. I remember the first game that ever made me jump up and turn on a light was *Resident Evil* on the PS one. It was that scene in the L-shaped hallway in the mansion where those zombie Dobermans bust through the first-floor window. After the first time, I would still be on edge when playing through the game again. Even though I knew the scene was coming, I would still jump a little when it happened."

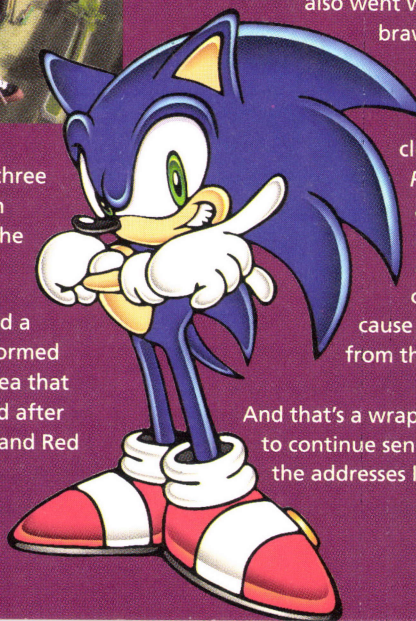


Austin Putnam, meanwhile, had no hesitation—and three reasons to support his Humble Opinion—about which video or computer game world he'd like to live in: "The *Tony Hawk* series, for three reasons. First, you're already a pro. Second, I would love to execute Nail the Trick, and finally, I suck at skateboarding." He also had a great suggestion for a TV show that should be transformed into a video game: *Jackass*! In fact, it's such a good idea that it's already in development. Sidhe (a developer named after Gaelic demon-gods, no less!) is developing the game and Red Mile is scheduled to publish it for the PSP this fall.

Finally, Austin's most emotional experience while gaming came during "the scene in *Final Fantasy X* when Tidus starts dying and then he jumps off a ship and gives his dad a high five. That really made me tear up." Us too, Austin.



It's interesting that although the dominant opinion this issue regarding the series that's lost the most steam in the last year was *Sonic the Hedgehog*, Sonic was also the overwhelming choice as the character who absolutely **MUST** be a guest character in the upcoming *Super Smash Bros. Brawl* for the Wii. Maybe Nintendo could wind up reviving the most famous creation of its old rival, Sega. In fact, **Sam Porter** (whose complete comments can be found on our MySpace page) also went with Sonic as the no-brainer guest brawler, but had another favorite:



"In order for this game to be perfect, it would have to include two characters: *Twilight Princess*' Wolf Link (because wolves are my favorite animal and I've really grown to appreciate the *Legend of Zelda* series) and, of course, Sonic the Hedgehog, because I've been a purebred Sonic fan from the very beginning!"

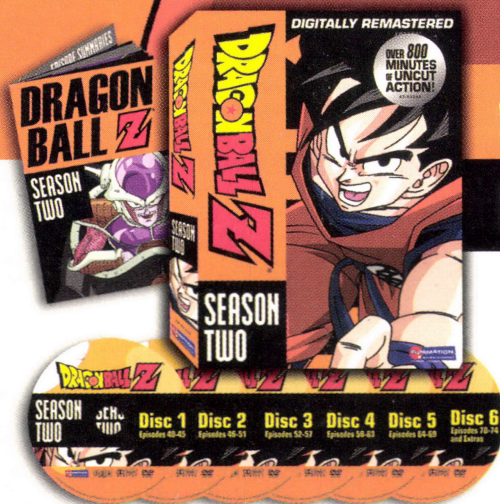
And that's a wrap for last issue's IMHOs! Feel free to continue sending us your Humble Opinions at the addresses listed elsewhere in this article.

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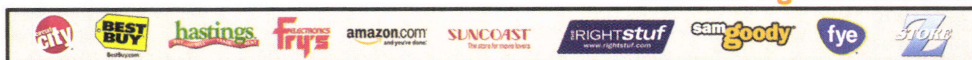
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GAME BASICS



Tiberium

Tiberium is money in *Command & Conquer 3*. You'll send harvesters out to gather it and return it to refineries to earn the money necessary to build your base, create units and use support powers. Because

harvesters are so important, you'll want to keep them protected. Although the deadly nature of the tiberium itself precludes sending infantry along with the harvester, it's a good idea to commit a couple of vehicles to stay nearby for added defense.



Veteran Units

As units see (and survive) combat, they'll gain veteran status. Veteran units are tougher and hit harder than non-veterans. There are three ranks that units can achieve, and at the highest rank, these elite veterans

will automatically regain health when not in combat. Having veteran units will often give you an edge in combat, so keep them well-protected.



Support Powers

Each of the three factions has several support powers, one of which is a game-ending super power. Support powers cost money to use, and most of them are on timers, so they can't be used constantly. Basically, support

powers are the key to winning the game. Each faction has access to some deadly powers combos—using them in conjunction with your units will pave the way to victory.



Garrisoned Structures

Many maps have abandoned buildings that can be garrisoned by infantry units. This allows them to open fire on passing enemy units without taking direct damage in return. However,

there are certain units with the ability to quickly clear out garrisoned structures, such as Nod's flame tank or GDI's grenadiers. These units make hiding out in a building a risky option, since being attacked by them will wipe out your entire garrisoned force. If you want to hold a building in a key area of the map, send along some support vehicles to help defend against such attacks.



Power

Although tiberium is the only resource you'll need to collect to earn money, you'll also need to generate enough power to run your base. Each building requires a certain amount of power; to the left of the mini-map,

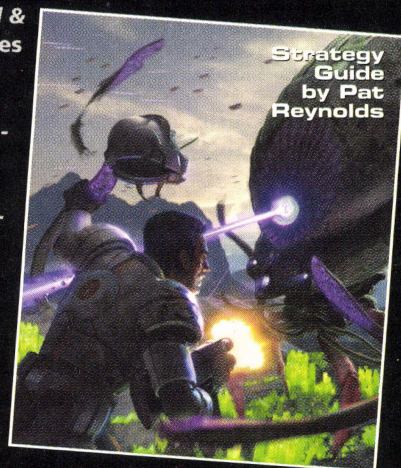
you'll see your total power output represented by a green bar, with a white line indicating how much power is in use. Building power plants (or their equivalent, depending on your faction) raises your total power output. Run low on power and you'll lose your mini-map and your defensive structures; some production structures will also shut down. Avoid this by always building extra power plants before other structures that will put you over the limit.

COMMAND & CONQUER

T I B E R I U M W A R S

The *Command & Conquer* series is one of the longest run-

ning and most loved real-time strategy (RTS) franchises in PC gaming history. *Command & Conquer 3: Tiberium Wars* marks the return to the original timeline of the series; it was put on hold for the popular *C&C: Red Alert* games, which took on an alternate cold war scenario.



Tiberium Wars returns to the struggle of the Global Defense Initiative (GDI) against the wicked Brotherhood of Nod and its nefarious leader, Kane. The crystalline tiberium has covered most of the earth, wiping out life where it spreads. GDI seeks to stave off its spread, while Nod has embraced the deadly substance and wants to use it to control the planet. However, a third faction has appeared to join this battle. The alien Scrin, who can survive unharmed in tiberium wastelands, have come to earth. Their agenda is unclear; however it's apparent that both the GDI and Nod have much to fear from this new arrival.

This guide will cover basic strategies and give you a comprehensive look at the powers and units of all three factions.

STRATEGIES

For many RTS players, the single-player campaign might as well not be included—these games are about multiplayer, for the love of Kane! When facing off against other players, there are several viable strategies that can work for you. The following are the major strategies with some tips for using them...although, as in all things, it will take lots of practice to master any of these when going against veteran RTS gamers.

Balanced

Strong Against: Rush
Weak Against: Turtle
Recommended Faction: Any



This is the basic style of gameplay that most players automatically adopt in RTS games. You'll spend roughly equal time on base defenses as you will with sending groups of units out to attack the enemy. A solid base defense that uses fixed weapon turrets as well as units that pull double duty as defensive and offensive (when needed) are the mainstays of this style.

Rush

Strong Against: Steamroller
Weak Against: Turtle, Balanced
Recommended Faction: Nod



This strategy wins by pumping out lots of cheap infantry units as quickly as possible and sending them at the enemy base. The trick here is to send so many troopers into

the meat grinder that enough of them can get past the defenses to destroy key structures like the refinery, construction yard and power plants. If you can destroy the construction yard early in the game, victory is yours. If your opponent is defensive-minded, the chance of this strategy working is low. Nod, with its cheap and quickly trained infantry and suicide bombers, is an ideal faction for this strategy.

Turtle

Strong Against: Rush, Balanced
Weak Against: Steamroller
Recommended Faction: GDI



For the player who believes that the best of defense is a good defense, this strategy is the holy grail. Completely defensive-minded, you'll surround your base and

key structures with defensive structures, keep all units near your base for protection and basically create an impenetrable fortress. The problem with this, of course, is the ticking countdown of super weapons—if you let an opponent use one on your base, it's game over, man! Turtles win by getting their super weapon out first, sending out scouts to pinpoint the enemy base and hitting it hard, and only then sending in troops to mop up the leftovers. Since GDI has loads of defensive structures and units, it's ideal for this tactic.

Steamroller

Strong Against: Turtle, Balanced
Weak Against: Rush
Recommended Faction: Scrin, GDI



This strategy is tough to pull off because of the early game sacrifices you'll have to make, but it can be hugely satisfying as a game-ender. Building up your base as fast as

possible (using cranes and multiple building queues), the idea here is to create an unstoppable force of powerful units—tanks, walkers, aircraft, infantry—and then send it all at your opponent. Because you'll be trying to build structures quickly in the early part of the game, rush tactics can shut this strategy down, and it's hard to get a good defense going while also building a strong attack force. When the time comes to attack, hit the enemy base from as many sides as possible—and the use of a super weapon before sending in your heavy units is always a plus. GDI and the Scrin both have powerful units for this approach.

GLOBAL DEFENSE INITIATIVE (GDI)

GDI relies on powerful vehicles and hard-hitting infantry to plow through its enemies. Its tanks are the best in the game, and many of its units focus on anti-vehicle and structure attacks, giving it an edge in many conflicts.

SUPPORT POWERS



Radar Scan

Cost: \$250

Requirement: Command Post

The radar scan lets GDI take a look at any area of the map. It gives you a view of a large section, and if you have an idea of where the enemy base is located, it also gives you the line of sight needed to launch devastating attacks with your Orca strike, shockwave artillery and ion cannon powers.

GDI Airborne

Cost: \$1,000

Requirement: Armory

This power drops two units each of veteran rifleman and missile squads anywhere on the battlefield that you can see. When used in conjunction with the other unit drop powers and radar scan, you can put a large force anywhere on the map, giving you the ability to launch surprise attacks or quickly muster a defense of a key location.



Sharpshooter Team

Cost: \$2,500

Requirement: Tech Center

You'll get three units of veteran sniper teams airdropped into the field with this power.



Orca Strike

Cost: \$500

Requirement: Airfield

This power calls in a quick attack run from Orca aircraft. Their target area is small, but when used effectively, it can bring down key buildings or outposts. As with so many of GDI's powers, radar scan is very handy in conjunction with Orca strike.



Bloodhounds

Cost: \$2,000

Requirement: Airfield

This power gives you two veteran APCs and two veteran Pitbulls. Use it with other GDI airborne drops to fill the APCs and you'll have a highly mobile attack force in seconds.



Zone Trooper Drop Pods

Cost: \$3,000

Requirement: Space Command Uplink

Three units of veteran zone troopers are at your disposal with this power. It's expensive, but considering that these elite heavy troopers can hold their own against most enemy assaults, this is a great power when you need a quick defensive boost against an enemy attack.



Shockwave Artillery

Cost: \$1,500

Requirement: Space Command Uplink

Call in a powerful artillery strike against a small area with this power. It's useful against enemy attack forces or to hit their base where it counts.

GROUND UNITS

Rifleman Squad

Cost: \$300

Requirements: Barracks

Abilities: Dig In, Call for Transport



The backbone of the GDI armed forces, the rifleman squad is a tough and versatile unit. Strong against enemy infantry, riflemen have the ability to set up sandbag bunkers, immobile defensive structures that shelter them while they open fire on approaching enemies. You can order the riflemen to evacuate their bunker,

which leaves the building in place for quick re-entry when needed.

Missile Squad

Cost: \$400

Requirements: Barracks

Abilities: Call for Transport

The two-man missile squad gives GDI a highly mobile, inexpensive weapons platform that's powerful against vehicles and aircraft. It's a good idea to always include one or two missile squads with any ground assault force. They'll keep your other troopers alive longer by fending off vehicles and aircraft.



Engineer

Cost: \$500

Requirements: Barracks

Abilities: Capture Structure, Capture Walker Husk, Repair Structure, Repair Bridge, Call for Transport



Although weaponless and slow-moving, engineers are extremely powerful. Their ability to capture enemy structures makes them units to be feared. Keep them safe inside APCs, unload them near important enemy buildings like refineries and then run them inside to capture the structure...which can then be sold for a tidy

profit. In addition, engineers can get destroyed enemy walkers back up and running, turning them against their former owners.

Grenadier Squad

Cost: \$800

Requirements: Barracks, Command Post

Abilities: Clear Garrisoned Structure, Call for Transport

Grenadiers are powerful against enemy infantry, and you'll want them for their ability to clear out garrisoned buildings. This comes in especially handy in urban environments where you'll often find enemy soldiers holed up in buildings and other structures.



Ion Cannon

Cost: N/A

Requirement: Ion Cannon Control Center

The ultimate destructive weapon in GDI's arsenal, the Ion Cannon super power calls down an electrical storm from above on a large target area, destroying anything in its de-

structive radius. Super powers are game-enders when used against the heart of an enemy base, and GDI has the perfect combo in the radar scan and ion cannon to quickly and decisively end a conflict. Follow this attack with unit airdrops and aircraft strikes to clean up the remains and the battle will be over quickly.

Sniper Team

Cost: \$1,000

Requirements: Barracks, Armory

Abilities: Stealthed, Spotter for Juggernaut, Call for Transport



Snipers can drop enemy infantry before they become a threat. They also allow your Juggernaut walkers to launch devastating artillery barrages against targets within the sniper's sight range. Be careful when moving snipers—they're extremely vulnerable, poorly armored and have a long reload time between shots. They

tend to fall quickly when faced with multiple enemies, so keep them well protected.

Commando

Cost: \$2,000

Requirements: Barracks, Tech Center, Armory

Abilities: Jump Jets, Destroy Structure, Destroy Walker, Call for Transport

This elite trooper can plant explosive charges on enemy walkers and structures, destroying them instantly! He's also a crack shot with his machine pistol and will drop entire enemy squads in seconds. The commando is so powerful that you're only allowed one of them on the field at a time. Use radar scans to find unguarded perimeters along the enemy base, then send in the commando to destroy their key buildings and jump-jet to safety.



Zone Troopers

Cost: \$1,300

Requirements: Barracks, Tech Center

Abilities: Jump Jets, Call for Transport

These elite troopers can use their jump jets to quickly move around the field. They're extremely powerful against enemy troopers, and you can upgrade their armor and vision



range to make them more effective.

Pitbull

Cost: \$700

Requirements: War Factory

Abilities: Call for Transport

Pitbulls are highly mobile, lightly armored weapons platforms. They come standard with missile racks that make them ideal for shooting enemy aircraft out of the sky, although you'll want to upgrade them with mortars to give them more options in combat.



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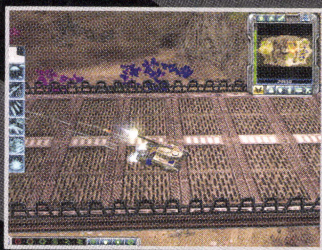
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PlayStation 2



Predator



Cost: \$1,100

Requirements: War Factory

Abilities: Call for Transport

This is GDI's basic battle tank. Tough and dependable, especially in groups and with some anti-infantry support, these light tanks can tear through just about anything short of enemy walkers with ease.

APC

Cost: \$700

Requirements: War Factory

Abilities: Place Minefield, Call for Transport

Infantry on foot are easy targets for enemy aircraft and other vehicles. When you need to get your troops into combat without risking their lives on the way, load them into an APC and then unload them right into the battle. APCs are great for getting powerful units like engineers or the commando where they need to be for maximum damage. Units inside APCs will attack normally from the safety of the armored vehicle. When not transporting your troopers, you can use APCs to place minefields for added base defense.



AIR UNITS

Orca

Cost: \$1,100

Requirements: Airfield

Abilities: Pulse Scan

Deploying aircraft in *Tiberium Wars* is a risky proposition, since there are so many ground units that can retaliate against them...not to mention that any well-defended base will have AA guns in place. However, Orcas can make short work of enemy vehicles, which makes them excellent for hit-and-run missions. Use the pulse scan ability to search for stealthed units—it's a good idea to do this around the perimeter of your base from time to time, especially when facing Nod.



Rig



Cost: \$2,000

Requirements: War Factory, Command Post

Abilities: Unpacks Into Battle Base

The rig can transform itself into a battle base, a fortified outpost that can defend an area as well as repair nearby vehicles. Use it to get defenses in place when creating

outposts or holding key choke points.

Mammoth Tank

Cost: \$2,500

Requirements: War Factory, Tech Center

Abilities: N/A

The ultimate in mobile armor, the Mammoth is a dual-cannon behemoth of a tank that's capable of rolling over small barriers and decimating enemy forces.

Keep it safe from aircraft by sending a couple of pitbulls along and your enemy will have a tough time destroying this beast.



Juggernaut



Cost: \$2,200

Requirements: War Factory, Tech Center

Abilities: N/A

The Juggernaut is a slow-moving, ground-pounding artillery cannon. Actually, it's three cannons worth of artillery, and its assault can decimate enemy structures in seconds. With the aid of a sniper team, the Juggernaut can launch a powerful focused barrage against a small

area, wiping out anything there.

Firehawk

Cost: \$1,500

Requirements: Airfield, Tech Center

Abilities: N/A

The firehawk is a bomber capable of leveling enemy buildings quickly. Use it to strike at enemy outposts or to send into their bases after your assault force to clear out the AA defenses.



THE BROTHERHOOD OF NOD

Devious, cunning and completely evil, the Brotherhood of Nod is an ultra-organized terrorist network out to control the world. Relying on stealth, sabotage and deception, the armies of Nod aren't as powerful as those of GDI or the Scrin, but they make up for it with dirty tricks, booby traps and lots of stealthed units.

SUPPORT POWERS



Decoy Army

Cost: \$500

Requirement: Operations Center

Use this power on your own units and your enemy will see double—and won't know which are the real units and which are illusion. There's no timer on this power, so you can use it as often as you like.



Radar Jamming Missile

Cost: \$750

Requirement: Operations Center

This power shuts down enemy radar for a short amount of time, effectively blacking out their maps.

Cloaking Field

Cost: \$1,500

Requirement: Operations Center

This power temporarily renders your vehicles within the target area stealthed. It's also deadly to infantry—yours as well as the enemy's—and can be used in a pinch as an anti-infantry death beam.



Mine Drop

Cost: \$1,500

Requirement: Air Tower



Use this power to pepper an area of the map with land mines. The mines are invisible to the enemy, which means that you can drop them outside his base, in his harvester's route or anywhere else that will disrupt his activities. Of course, dropping them outside your own base is smart, too—your troops know where they

are and can pass safely through the mines.

Shadow Strike Team

Cost: \$1,600

Requirement: Secret Shrine

This power gives you two veteran units of Shadow Teams, delivered to anywhere on the map as long as you have vision there.



enemy harvesters and other units passing through.

Catalyst Missile

Cost: \$1,500

Requirement: Tiberium Chemical Plant

When targeted at a tiberium field, this missile causes devastating explosions that will damage or destroy anything caught in the blast, including



Tiberium Vapor Bomb

Cost: \$3,500

Requirement: Tiberium Chemical Plant

Nod's forces have harnessed the power of tiberium in many ways other than generating income. They've weaponized it—the tiberium vapor bomb covers a large area with deadly tiberium mist, causing major damage to any infantry units caught inside it.

Seed Tiberium

Cost: \$500

Requirement: Tiberium Chemical Plant

This power speeds the regeneration of tiberium in the field of your choice. Use it when your tiberium supply starts running low and you won't need to search for new fields.



Nuclear Missile

Cost: N/A

Requirement: Temple of Nod



As a terrorist organization, the Brotherhood of Nod is not above launching nuclear weapons at its enemies. Its super power can instantly vaporize a large area of land, wiping out anything within the blast. Park an attack force of stealthed units outside the enemy base, drop the nuke and then send in your troops to wipe out the remnants.

GROUND UNITS

Militant Squad



Cost: \$200

Requirements: Hand of Nod

Abilities: Call for Transport

The basic Nod infantrymen, militants are cheap to produce and can be upgraded to withstand the effects of tiberium, allowing them to pass through the crystal fields unharmed. Useful against enemy infantry, but not much else.

Militant Rocket Squad

Cost: \$400

Requirements: Hand of Nod

Abilities: Call for Transport

These militants carry rocket launchers that can quickly bring enemy aircraft out of the sky. It's a good idea to always include one in any infantry attack force.



Saboteur



Cost: \$500

Requirements: Hand of Nod

Abilities: Capture Building, Booby Trap, Capture Walker, Repair Building, Repair Bridge, Call for Transport

Similar to the GDI engineers, saboteurs can capture enemy buildings and walkers, and make repairs to buildings and bridges. In addition, saboteurs

can plant explosive surprises in vacant buildings and on bridges, damaging any enemy units that approach or try to garrison the trapped building.

Fanatics



Cost: \$800

Requirements: Hand of Nod, Operations Center

Abilities: Call for Transport

Making the ultimate sacrifice for Nod, the fanatics strap bombs to themselves and charge the enemy. They're otherwise unarmed and extremely vulnerable, so keep them protected on their way to their targets.

Black Hand

Cost: \$900

Requirements: Hand of Nod, Operations Center

Abilities: Clear Garrisoned Building, Call for Transport

An elite unit of seasoned soldiers, the Black Hand squads are versatile and tough. In keeping with Nod's theme of many powerful anti-infantry units, Black Hand squads can easily clear garrisoned buildings of enemy troops. When moving through urban areas, it's a good idea to always send one of these units along with your force in case you encounter such buildings.



Shadow Team

Cost: \$800

Requirements: Hand of Nod, Secret Shrine

Abilities: Stealthed, Glider Pack, Explosive Charge

Highly mobile with the ability to take to the air via their gliders, and stealthed while on the ground, shadow teams make excellent scout/saboteurs. They can quickly find enemy bases and outposts, use their explosives to destroy buildings and pop their gliders to make a quick escape.



Commando

Cost: \$2,000

Requirements: Hand of Nod, Secret Shrine, Tech Lab

Abilities: Stealthed When Immobile, Destroy Structure, Destroy Walker, Call for Transport



Nod's commando unit is similar to GDIs, with the notable exception of being stealthed when standing still. The commando is deadly against infantry units and can quickly destroy buildings and walker units. Thanks to the stealth ability, a good strategy with the Nod commando is to cause a diversion with other troops, sneak into the enemy

base and blow up a key building or two, then move outside the base and hide in plain sight until things settle down.

Attack Bike

Cost: \$600

Requirements: War Factory

Abilities: Stealth Detection, Call for Transport

Fast and inexpensive, the attack bike is the ideal scout vehicle for Nod. It can detect stealthed units and comes armed with anti-air missiles. Keep a couple around the base to ferret out enemy snipers and other stealthed units, as well as bolster your anti-air defenses.



Raider Buggy

Cost: \$400

Requirements: War Factory

Abilities: Call for Transport



This speedy and lightly armored vehicle can be upgraded with an EMP attack that's especially damaging to enemy vehicles. Like several other Nod vehicles, it can also be upgraded with a laser, giving it increased attack power. The raider buggy is powerful against enemy infantry, and its low cost means that keeping a few around

your base for added defense is a no-brainer.

Scorpion Tank

Cost: \$800

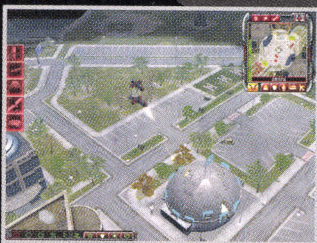
Requirements: War Factory

Abilities: Call for Transport

The basic Nod tanks, Scorpions have a couple of important roles. When upgraded with lasers, they can hold their own against most enemy vehicles. They can also be upgraded with dozer blades, which let them clear a path through enemy minefields as well as roll over heavy infantry squads.



AIR UNITS



Venom

Cost: \$700

Requirements: Air Tower

Abilities: N/A

The venom is your go-to aircraft for anti-infantry work. You'll need to be careful when deploying these fragile aircraft, though—enemy units with anti-air weaponry will

make short work of them. They're best used for quick strike missions against lightly defended outposts.

Flame Tank



Cost: \$1,000

Requirements: War Factory, Operations Center

Abilities: Clear Garrisoned Structures

The ultimate in anti-infantry weaponry, the flame tank packs dual flamethrowers that burn up enemy foot soldiers quickly. Even the most elite squads are no match for this tank, which can also clear out garrisoned buildings easily. Watch out for enemy vehicles or aircraft, though—the flame tank is defenseless against them.

Stealth Tank

Cost: \$1,000

Requirements: War Factory, Tech Lab

Abilities: Stealthed

In keeping with Nod's penchant for sneakiness and surprise attacks, this tank is invisible to most enemy units, which makes it a good choice for guarding key choke points and other areas on the map. It's not the best choice for attacking an enemy base, however, as most defensive structures will see through its stealth generators.



Beam Cannon

Cost: \$1,000

Requirements: War Factory, Tech Lab

Abilities: Reflector Beam, Charge Defenses, Call for Transport



This laser tank is one of Nod's more interesting units. Its abilities can give you either powerful offensive or defensive powers. Using the reflector beam, the beam cannon ricochets its laser off a nearby hovering venom aircraft, showering a targeted area with deadly rays. Defensively, the beam cannon can focus its power on an

obelisk of light defensive structure, increasing its power and range.

Avatar Warmech

Cost: \$3,000

Requirements: War Factory, Tech Lab

Abilities: Commander Technology

Nod's ultimate war machine, the Avatar is a walking instrument of death and destruction. The commander technology ability scraps friendly units to add new weaponry and abilities to the Avatar. A beam cannon gives it a secondary laser weapon, a flame tank adds an infantry-decimating flamethrower, a stealth tank gives the warmech a stealth generator and an attack bike gives it stealth detection. Fully upgraded, the Avatar is a powerful unit, although it lacks any kind of anti-air defenses and so should be accompanied by rocket squads or attack bikes.



Vertigo Bomber

Cost: \$1,800

Requirements: Air Tower, Tech Lab

Abilities: Stealthed, Rear Anti-Air Turret

When you need to level a section of enemy base quickly, call in the bombers. Nod's vertigo bombers are stealthed, making them perfect for surprise attack runs against just



about any target on the map. They'll return automatically to their landing pads when they run out of bombs.

continued on page 76

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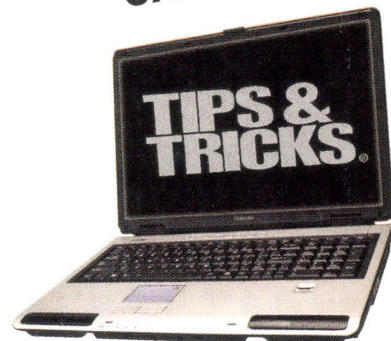
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If you've ever owned a NeoGeo Pocket, then you've probably heard of *SNK vs. Capcom: Card Fighters Clash* (which appeared in both *SNK* and *Capcom* versions). Although *SNK vs. Capcom: Card Fighters DS* isn't quite on the same level of awesomeness as that legendary classic, the basic rules for the card game remain intact. However, the DS version is pretty scant on the single-player story (just climb the Card Tower and battle opponents), and the computer A.I. offers very little challenge. The DS version highlights the multiplayer wireless mode and is mainly geared toward playing and trading with your friends. If you're new to the series, then I highly recommend checking out the old NeoGeo Pocket version if you can.

I've put together a full list of cards to help you in your quest for a 100% completion rating. I've also completely overhauled the descriptions for each card, since the text in the game can be rather confusing. The single-player game is very straightforward—once you learn the basics of the card game, you'll be blowing past the Card Tower floors. The only real hint in the game is that in order to get "A" and "S" Rarity cards, just play through the game a second time with your old save; you'll see them in stores and win them from other players.



COMPLETE CARD CHECKLIST

Note that the letters in the "AP Cost" and "Use Cost" columns represent the colors of the Force Icons: W=White, Y=Yellow, B=Blue Force and R=Red. For example, the Mai Shiranui card has an AP Cost of 2W3B, which means it takes two White Force Icons and three Blue Force Icons to place it in the Ring. I didn't include the Force Output data, since it's pretty redundant. Generally speaking, almost all normal cards (Rarity "D" through "B," Action and Counter Cards) output one Force Icon when frozen in the Ring or discarded, while "A" and "S" Rarity Cards output two Force Icons (except Haohmaru, which outputs one Red Force Icon). The following 13 cards are also exceptions to this rule: Fiona Belli (3Y), Rose (3Y), Mia Fey (3B), Shizumaru Hisame (3B), Marionette (2G), Ruby Heart (2G), Jedah Dohma (2G), Sasquatch (2G), Anakaris (3G), Necro (3G), Blodia (2R), Hinata (3R) and Mudman (3R).

SNK CHARACTER CARDS

SNK—Yellow Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Eagle	D	500	200	3W	None	None
<input type="checkbox"/> Goro Daimon	D	200	200	1W	None	None
<input type="checkbox"/> Tizoc	D	300	400	2W	None	None
<input type="checkbox"/> Kim Sue Il	D	300	300	1W	None	None
<input type="checkbox"/> Sokaku Mochizuki	D	300	200	1W	None	None
<input type="checkbox"/> Chang Koehan	D	800	300	6W	None	None
<input type="checkbox"/> Chae Lim	C	600	300	1W2Y	1W1Y	Roll the die for Green Force Icons.
<input type="checkbox"/> Clark	C	500	400	1W2Y	1W1Y	Show your hand and receive 200 BP for every card less than 300 BP.
<input type="checkbox"/> Elizabeth	C	400	400	2W1Y	2Y	Get 10 random Force Icons if you have no Force.
<input type="checkbox"/> Duo Lon	C	500	400	1W2Y	3Y	Double the BP of this card when 3 or more cards are in opponent's Ring.
<input type="checkbox"/> Mr. Big	C	900	200	2W3Y	1W1Y	Discard a card and add 300 BP to any card.
<input type="checkbox"/> Rose	C	200	200	1W1Y	Automatic	Get one random Force Icon if the opponent has more Force than you.
<input type="checkbox"/> Shen Woo	C	600	500	1W3Y	1W2Y	KO all cards in the Ring and give 300 BP for every card lost to this card.
<input type="checkbox"/> Vanessa	C	500	500	1W2Y	2Y	Draw a card and roll the die to lower (1-3) or raise (4-6) a card by 300 BP.
<input type="checkbox"/> Ramon	C	500	500	2W2Y	3Y	Raise all cards with less than 300 BP up to 300 BP.
<input type="checkbox"/> Tarma Roving	C	800	400	2W2Y	2W1Y	Match the BP of an opponent's card to this card.
<input type="checkbox"/> Momoko	C	500	300	2W2Y	1W2Y	KO this card and add 100 HP to each card in your Hand.
<input type="checkbox"/> Kojiro Sanada (Kaori)	C	500	400	1W2Y	1Y	Get 3 Red Force Icons.
<input type="checkbox"/> Sogetsu Kazama	B	600	600	2W2Y	2Y	Counter Cards cost 3 extra White Forces for both players for one turn.
<input type="checkbox"/> Rimuru	B	600	400	2W1Y	1W1Y	Raise the BP of any card by 200.
<input type="checkbox"/> Saisyu Kusanagi	B	800	700	3W3Y	1W1Y	Discard all Action Cards and give this card 200 BP for each card lost.

SNK—Yellow Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Shermie	B	600	600	2W2Y	1Y	Discard a Character Card and receive Force equal to its AP Cost.
<input type="checkbox"/> Blue Mary	B	800	400	1W3Y	2Y	Draw 2 cards if you have 1,000 HP or less.
<input type="checkbox"/> Charlotte	B	600	600	1W3Y	1W2Y	KO this card and give any remaining HP to your Player.
<input type="checkbox"/> Kim Kaphwan	B	800	600	3W2Y	1Y	Raise the card with the least amount of BP up to 600 BP.
<input type="checkbox"/> Whip	B	600	600	1W2Y	1W2Y	Choose a card and exchange its Special Power for 300 BP.
<input type="checkbox"/> Moriya Minakata	B	700	700	3W2Y	1Y	Use only this card to attack and it will gain 200 BP.
<input type="checkbox"/> Heidern	B	500	500	1W2Y	1Y	KO a card to give 200 HP to your Player.
<input type="checkbox"/> Yuki	B	500	500	3W1Y	3Y	Give 100 BP to all cards.
<input type="checkbox"/> Orochi Chris	B	300	500	1W1Y	2Y	KO a card in your Ring to gain the BP amount of that card.
<input type="checkbox"/> Cham Cham	B	800	600	1W3Y	None	None
<input type="checkbox"/> Hotaru Futaba	A	500	500	2W2Y	3Y	Your Player gains 100 HP for every frozen card.
<input type="checkbox"/> Rock Howard	A	800	700	3W3Y	1W2Y	Get a Red Force Icon for every frozen card.
<input type="checkbox"/> Kula Diamond	A	600	600	1W3Y	1W2Y	Give your Player 100 HP for every Character Card in the Ring.
<input type="checkbox"/> Shiro Tokisada Amakusa	A	800	700	2W3Y	3Y	Draws as many Character Cards as those in the Ring.
<input type="checkbox"/> Hayate	A	800	100	2W3Y	3Y	Raise the BP level of this card to 500.
<input type="checkbox"/> Shiki	A	700	700	4W3Y	3Y	KO a card in your Ring for 8 Green Force Icons.
<input type="checkbox"/> Yashiro Nanakase	A	1300	500	4W3Y	None	None
<input type="checkbox"/> Kyo Kusanagi	S	500	1000	3W3Y	1W1Y	If all cards in the Ring are over 300 HP, draw an equal amount of cards.
<input type="checkbox"/> Terry Bogard	S	1300	500	2W4Y	2W2Y	Roll the die and gain BP (100 x number rolled) for this card.
<input type="checkbox"/> Nakoruru	S	600	1000	3W3Y	1W2Y	Roll the die and gain HP (100 x number rolled) for this card.



SNK—Blue Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Sie Kensou	D	300	200	1W	None	None
<input type="checkbox"/> Super Zion	D	400	500	2W	None	None
<input type="checkbox"/> Nicotine Caffeine	D	200	400	1W	None	None
<input type="checkbox"/> Gaira Caffeine	D	300	500	2W	None	None
<input type="checkbox"/> Cyber Woo	D	500	400	2W	None	None
<input type="checkbox"/> Wyler	D	300	400	1W	None	None
<input type="checkbox"/> Nagase	C	300	500	1W2B	1W	Delete a random Force Icon from your opponent.
<input type="checkbox"/> Time Buttermitt	C	200	200	1W1B	2B	When countering, roll for 100 HP damage to any card (1-3) or Player (4-6).
<input type="checkbox"/> Ninon Beart	C	300	400	1W2B	2B	Use an Action Card without spending Force for this turn.
<input type="checkbox"/> Keiichiro Washizuka	C	400	300	2W1B	2B	Counter with this card and it will match the BP of the attacking card.
<input type="checkbox"/> Juzo Kanzaki	C	400	500	1W2B	2B	Counter with this card and it will receive only 100 HP damage.
<input type="checkbox"/> Shishioh	C	700	700	3W3B	3B	Delete 6 random Force Icons from your opponent.
<input type="checkbox"/> Lien Neville	C	300	400	1W2B	1W2B	Discard a card from your Hand and give 300 HP damage to any card.
<input type="checkbox"/> Maxima	C	800	700	3W3B	1B	Counter with this card and it won't take any damage.
<input type="checkbox"/> Mukai	C	500	700	2W3B	2W1B	Stop the opponent from attacking on the next turn.
<input type="checkbox"/> Gato	C	400	500	1W2B	2B	Counter and roll for 300 HP damage to any card (1-3) or Player (4-6).
<input type="checkbox"/> Lin	C	400	500	2W2B	2B	Delete 3 random Force Icons from your opponent.
<input type="checkbox"/> Setsuna	C	400	500	3W	2B	KO one of your cards to gain the BP amount of that card.
<input type="checkbox"/> Kisara	C	400	500	2W	None	None
<input type="checkbox"/> Shizumaru Hisame	B	300	300	2W1B	2B	Counter and this card's BP will be doubled if Player has less than 1,000 HP.
<input type="checkbox"/> King	B	500	400	2W2B	3B	Discard 2 cards from your Hand; give 500 HP damage to any card.
<input type="checkbox"/> Jin Chonshu	B	400	400	1W3B	2B	Counter with this card and 3 Force Icons will be deleted from the opponent.
<input type="checkbox"/> Orochi Yashiro	B	500	600	3W2B	3B	Counter with this card and its BP will be doubled for one turn.
<input type="checkbox"/> Marco Rossi	B	300	400	1W2B	8B	Counter with this card to give 600 HP damage to the opponent's Player.
<input type="checkbox"/> Orochi Leona	B	300	600	2W2B	2B	Counter with this card to give 200 HP damage to the opponent's Player.
<input type="checkbox"/> Ukyo Tachibana	B	600	500	2W2B	2B	Counter with this card to give 200 HP damage to the opponent's card.
<input type="checkbox"/> Eri Kasamoto	B	300	300	1W	5W5B	Give 500 HP damage to the opponent's Player.
<input type="checkbox"/> Ryuji Yamazaki	B	400	700	3W2B	3B	When countering, the opponent Player will receive the same HP damage.
<input type="checkbox"/> Duke	B	800	900	3W3B	3B	KO an opponent's card.
<input type="checkbox"/> Fio Germi	A	200	400	1W2B	2W1B	Roll the die to restore HP (100 x number rolled) to this card.
<input type="checkbox"/> Yuri Sakazaki	A	300	500	1W3B	3B	Roll the die to restore HP (100 x number rolled) to this card.
<input type="checkbox"/> Mai Shiranui	A	500	600	2W3B	2B	Counter with this card; roll the die to determine how much Force to delete.
<input type="checkbox"/> B. Jenet	A	400	400	1W2B	5B	Counter with this card to give 100 HP damage to all the opponent's cards.
<input type="checkbox"/> Yoshitora Tokugawa	A	500	400	2W1B	3B	Counter with this card to give 400 HP damage to all the cards in the Ring.
<input type="checkbox"/> Kaede	A	500	800	2W4B	3B	Both Players discard; all Ring cards get 100 HP damage for every card lost.
<input type="checkbox"/> Zankuro Minazuki	A	700	800	6W	None	None
<input type="checkbox"/> Athena Asamiya	S	500	800	3W4B	Automatic	Receive one Force Icon for countering.
<input type="checkbox"/> Geese Howard	S	600	1000	4W3B	3B	Counter with this card to give 500 HP damage to an opponent's card.



SNK—Green Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Choi Bounge	D	300	200	1W	1G	Return this card back into the Pile and reshuffle the Pile.
<input type="checkbox"/> Atomic Gai	D	400	400	2W	None	None
<input type="checkbox"/> Chin Gentsai	D	200	300	1W	None	None
<input type="checkbox"/> Malin	D	200	200	1W	None	None
<input type="checkbox"/> Mars People	D	300	200	1W	None	None
<input type="checkbox"/> Sasuke	C	600	400	2W1G	2G	Discard one random card from the opponent's Hand.
<input type="checkbox"/> Kain R. Heinlein	C	600	600	2W2G	1G	Return all discarded Action Cards to the Pile then reshuffle Pile.
<input type="checkbox"/> Jubei Yagyu	C	500	500	2W1G	2G	Each Player draws 2 cards.
<input type="checkbox"/> Hinako Shijo	C	300	300	1W1G	2G	Draw a card.
<input type="checkbox"/> Wolfgang Krauser	C	400	300	1W1G	1W1G	Draw a Counter Card.
<input type="checkbox"/> Carol	C	200	200	1W1G	1W	Draw an Action Card.
<input type="checkbox"/> Kouryu	C	500	700	2W2G	1W3G	Discard all the cards in your Hand and draw the same amount plus one card.
<input type="checkbox"/> Eiji Kisaragi	C	500	500	3W	None	None
<input type="checkbox"/> Shingo Yabuki	C	500	300	1W1G	None	None
<input type="checkbox"/> Li Xiangfei	C	500	500	1W1G	None	None
<input type="checkbox"/> Benimaru Nikaido	C	500	500	3W	None	None
<input type="checkbox"/> Leona	C	600	600	1W1G	None	None
<input type="checkbox"/> Hibiki Takane	C	500	500	1W1G	None	None
<input type="checkbox"/> Joe Higashi	B	300	600	2W2G	3G	Draw an equal amount of cards as cards in the Ring with 500HP or more.
<input type="checkbox"/> Chris	B	400	400	1W2G	5G	Draw 3 cards from the opponent's Pile and discard them.
<input type="checkbox"/> Fuma	B	600	600	1W3G	6G	Select one Character Card on both sides and discard them.
<input type="checkbox"/> Billy Kane	B	400	300	1W1G	2W3G	View and discard all Counter Cards in the opponent's Pile.
<input type="checkbox"/> Soiree Meira	B	300	600	1W2G	2G	Discard an Action Card from your Pile and draw 2 cards.
<input type="checkbox"/> Jivatma	B	400	500	1W2G	4G	Stop the opponent from using Action Cards in the next turn.
<input type="checkbox"/> Goenitz	B	700	700	3W2G	3G	Draw 2 cards from the opponent's Pile and discard them.
<input type="checkbox"/> Gao K. Hinowanokami	B	500	600	1W2G	3G	Draw 2 cards.
<input type="checkbox"/> Robert Garcia	B	500	500	1W2G	3G	View 5 cards from your Pile, draw one and discard the rest.
<input type="checkbox"/> Hanzo	A	700	700	1W3G	1W3G	Discard this card and place any card in the Ring.
<input type="checkbox"/> Neo-Dio	A	400	800	2W3G	2W2G	Discard all the opponent's cards.
<input type="checkbox"/> Ryo Sakazaki	A	700	700	1W3G	2W3G	Stop any cards from being placed in the Ring until the next turn.
<input type="checkbox"/> Akari Ichijo	A	200	300	3W4G	5G	Select 5 cards from your opponent's deck and discard them.
<input type="checkbox"/> Yuki	A	600	600	1W3G	3G	Choose an Action Card from your Discard Pile.
<input type="checkbox"/> Luise Meyrink	A	300	500	1W3G	1W1G	Stop the opponent from drawing cards on the next turn.
<input type="checkbox"/> Iori Yagami	S	800	600	2W3G	2G	Give the opponent Player HP damage (100 x number of frozen cards).
<input type="checkbox"/> Ash Crimson	S	500	300	3W2G	All Forces	Lose all your Force and turn the BP of all cards to 100 (except this one).
<input type="checkbox"/> K'	S	500	500	2W2G	3W5G	Give both Players damage (100 x number of total Force Icons).




SNK—Red Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Khushnood Butt	D	300	400	1W1R	Automatic	This card cannot be countered if you have an empty Hand.
<input type="checkbox"/> General Morden	D	300	400	2W	1W2R	Raise Action and Counter Card damages by 100 HP for one turn.
<input type="checkbox"/> Tam Tam	D	200	200	1W1R	Automatic	If only this card is used to attack, it will rise by 200 BP on the next turn.
<input type="checkbox"/> Karmen Cole	D	300	300	1W	None	None
<input type="checkbox"/> Mignon Beart	D	100	200	1W	None	None
<input type="checkbox"/> Mudman	C	400	300	3W	2R	Get 10 Red Force Icons if you run out of all Forces.
<input type="checkbox"/> Ralf	C	500	400	2W	1R	Choose a card from each Player and raise them both by 300 BP.
<input type="checkbox"/> Shinnosuke Kagami	C	500	600	2W1R	1W1R	Choose an Action Card from the Discard Pile.
<input type="checkbox"/> Gai Tendo	C	400	400	1W1R	3R	Raise the BP of this card to 700 if your Player's HP is less than 700.
<input type="checkbox"/> Hyo Amano	C	500	400	1W1R	2R	Roll the die to raise (1-3) or lower (4-6) a card by 300 BP.
<input type="checkbox"/> Janne	C	500	500	2W2R	1W2R	Raise the BP of all your cards in the Ring by 100.
<input type="checkbox"/> Silber	C	600	1000	3W3R	Automatic	One of your cards will be KO'd when this card is drawn.
<input type="checkbox"/> Kasumi Todoh	C	400	500	1W1R	None	None
<input type="checkbox"/> Lordran	C	300	200	1W	None	None
<input type="checkbox"/> Tung Fu Rue	C	300	400	1W	None	None
<input type="checkbox"/> Rosa	C	300	300	1W	None	None
<input type="checkbox"/> Galford	C	300	500	1W1R	None	None
<input type="checkbox"/> Oswald	B	400	800	1W3R	Automatic	Draw 3 cards whenever you KO an opponent's card.
<input type="checkbox"/> Adelheid	B	400	700	2W3R	Automatic	Each time this card KO's another card, you will receive 3 Red Force Icons.
<input type="checkbox"/> Takuma Sakazaki	B	400	400	1W2R	1W2R	Raise all cards below 300 BP up to 300 BP.
<input type="checkbox"/> Rera	B	400	500	2W1R	1W3R	Unfreeze all cards in your Ring.
<input type="checkbox"/> Hanzo Hattori	B	500	300	1W3R	2W1R	Discard a card and give this card its BP level.
<input type="checkbox"/> Orochi Shermie	B	600	300	2W1R	4R	Delete all White Force Icons from the opponent.
<input type="checkbox"/> Asura	B	600	700	2W2R	3R	If opponent has 3 or more cards in the Ring all cards receive 200HP damage.
<input type="checkbox"/> Kazuki Kazama	B	400	400	2W2R	2WR	Give 300 HP damage to all cards (except this one).
<input type="checkbox"/> Jin Chonrei	B	300	300	2W2R	5R	Discard your Hand and for every card lost, give 100 HP damage to any card.
<input type="checkbox"/> Andy Bogard	B	200	400	2W2R	4R	Give 200 HP damage to the opponent's Player.
<input type="checkbox"/> Ai	A	100	400	2W2R	3W3R	KO all your Ring cards and get 3 Red Forces for each of those cards.
<input type="checkbox"/> Iroha	A	100	200	2W2R	4W3R	KO a card and restore the HP of your Player by the BP level of that card.
<input type="checkbox"/> Orochi	A	600	600	4W2R	2W3R	KO all cards (including this one).

SNK—Red Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Omega Rugal	A	600	600	3W1R	1W2R	KO this card to give 300 HP damage to all cards.
<input type="checkbox"/> Orochi Iori	A	700	700	3W2R	2W3R	Give 500 HP damage to all cards (including this one).
<input type="checkbox"/> Mina Majikina	A	100	200	4W3R	2R	Discard a card and give 200 HP damage to the opponent's Player.
<input type="checkbox"/> Alba Meira	S	500	400	1W1R	Automatic	When this card KO's another card, opponent Player receives 100 HP damage.
<input type="checkbox"/> Haohmaru	S	1500	1500	3W5R	Automatic	This card will only attack once and KO itself after one turn.




CAPCOM CHARACTER CARDS

CAPCOM—Yellow Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Q	D	600	200	3W	None	None
<input type="checkbox"/> E. Honda	D	800	300	6W	None	None
<input type="checkbox"/> Rikuo	D	500	300	3W	None	None
<input type="checkbox"/> T. Hawk	D	700	300	4W	None	None
<input type="checkbox"/> Metal Zangief	D	800	200	6W	None	None
<input type="checkbox"/> Sakura (Tanned)	C	400	400	1W2Y	2Y	Discard 3 cards and get 5 Force Icons in each color.
<input type="checkbox"/> Kyoko	C	400	400	2W1Y	1W1Y	Transfer 100 HP from one of your cards to your Player.
<input type="checkbox"/> Remy	C	800	700	3W3Y	1W1Y	Draw 2 cards for yourself and discard an opponent card.
<input type="checkbox"/> Victor Von Gerdenheim	C	900	700	3W3Y	1W1Y	Discard a random card and raise any card by 300 BP.
<input type="checkbox"/> Kyosuke	C	600	600	2W3Y	1W3Y	Unfreeze all cards (except this one).
<input type="checkbox"/> Vergil	C	500	500	1W2Y	2Y	Use an Action Card without paying Force for one turn.
<input type="checkbox"/> Trish	C	300	400	1W1Y	1Y	Roll the die to lower (1-3) or raise (4-6) this card by 300 BP.
<input type="checkbox"/> Morrigan (Nurse Ver.)	C	300	400	1W2Y	2Y	Receive the same amount of HP as the damage you give.
<input type="checkbox"/> Nina	C	500	300	1W2Y	2Y	Discard a card from your Hand and restore 200 HP to your Player.
<input type="checkbox"/> R. Mika	C	500	200	2W1Y	2Y	Raise the BP of this card by 100 on the next turn.
<input type="checkbox"/> Zero Akuma	C	600	600	2W2Y	1W2Y	Discard a card and exchange the Special of a card for 100 BP.
<input type="checkbox"/> Servbot	C	400	200	1W1Y	2Y	Restore 200 HP to this card.
<input type="checkbox"/> Sakura (Swimsuit Ver.)	C	500	300	2W	3Y	Unfreeze any card in the Ring.
<input type="checkbox"/> Anita	B	600	300	1W2Y	2Y	KO this card and restore 200 HP to all cards in the Ring.
<input type="checkbox"/> Elena	B	600	600	2W2Y	1Y	KO this card and restore 100 HP to all cards in the Ring.
<input type="checkbox"/> Q-Bee	B	800	300	3W2Y	1W2Y	Raise the BP of a card from both Players by 300.
<input type="checkbox"/> Yang	B	600	600	2W2Y	2Y	Add 100 HP damage when you use an Action Card.
<input type="checkbox"/> Cody	B	800	400	2W3Y	1W1Y	KO all cards in the Ring and receive 3 random Force Icons for each one.
<input type="checkbox"/> Fiona Bell	B	200	200	1W	1Y	Restore 100 HP to this card at the end of the turn.
<input type="checkbox"/> Fei-Long	B	800	600	6W	None	None
<input type="checkbox"/> Alex	B	1200	400	4W3Y	None	None
<input type="checkbox"/> Akira (Unmasked Ver.)	A	500	400	2W1Y	2Y	Draw an equal number of cards as those frozen in the Ring.
<input type="checkbox"/> Lilith	A	500	400	2W1Y	1W1Y	Receive a random Force Icon for every card over 300 HP in the Ring.
<input type="checkbox"/> June	A	400	400	1W2Y	1W2Y	Draw an equal number of cards as those in the Ring.
<input type="checkbox"/> Batsu	A	800	700	2W3Y	1W1Y	Roll the die to restore HP (100 x number rolled) to any card.
<input type="checkbox"/> Demitri Maximoff	A	1100	300	3W3Y	1W1Y	Discard a Character Card and this card receives the same BP as that card.
<input type="checkbox"/> Morrigan	A	900	500	3W2Y	1W2Y	Restore 500 HP to your Player.
<input type="checkbox"/> Chun-Li	S	900	800	3W4Y	2Y	Receive the same number of Blue Force Icons as cards in the Ring.
<input type="checkbox"/> Morrigan Aenslaed	S	1600	600	4W3Y	1W	Discard an Action Card and get 2 Green Force Icons.







CAPCOM—Blue Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Mack the Knife	D	300	300	1W	None	None
<input type="checkbox"/> Birdie	D	300	500	2W	None	None
<input type="checkbox"/> Sodom	D	300	500	2W	None	None
<input type="checkbox"/> Dudley	D	400	500	2W	None	None
<input type="checkbox"/> Axl	D	400	400	1W	None	None
<input type="checkbox"/> Shadow Lady	C	400	600	1W3B	2B	Give 100 HP damage to the opponent's Player.
<input type="checkbox"/> Cyber Akuma	C	500	700	4W2B	3B	Discard a Counter Card; roll die to KO opponent card (1-3) or this one (4-6).
<input type="checkbox"/> Bass	C	300	400	2W1B	2W	Discard an Action Card; KO an opponent card without any Special Power.
<input type="checkbox"/> Huitzil	C	400	400	1W1B	1W3B	KO this card and an opponent's card.
<input type="checkbox"/> Hugo	C	500	600	2W2B	1B	KO one of the cards in your Ring and draw a new card.
<input type="checkbox"/> Mary Miyabe	C	400	600	2W3B	1W1B	Roll the die to lower (1-3) or raise (4-6) a random card by 300 BP.
<input type="checkbox"/> Ada Wong	C	300	500	2W2B	1W1B	Draw 2 cards if your Player has less than 1,000 HP.
<input type="checkbox"/> Gen	C	400	300	2W2B	2B	Disable the Special Power from a random opponent card.
<input type="checkbox"/> Zangief	C	500	400	1W2B	6B	KO all Character Cards on both sides (including this card).
<input type="checkbox"/> Captain Commando	C	400	600	1W2B	2W1B	Delete all Force Icons from your opponent.

CAPCOM—Blue Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Mia Fey	C	200	300	2W	1B	Freeze a random opponent card in the Ring.
<input type="checkbox"/> Kenji	C	100	200	1W3B	2B	Discard a card from your Hand and give 200 HP damage to opponent Player.
<input type="checkbox"/> Guile	B	400	800	4W2B	2B	Counter with this card and give 200 HP damage to any 3 cards.
<input type="checkbox"/> Arthur	B	500	300	1W2B	4B	Raise the BP of this card to 500.
<input type="checkbox"/> Donovan Baine	B	400	500	2W1B	2W	Give 200 HP damage to all cards (including this one).
<input type="checkbox"/> Karin	B	300	500	2W1B	3B	Counter with this card and KO any card at the end of the turn.
<input type="checkbox"/> Juli	B	400	300	1W2B	4B	Counter with this card and KO any card at the end of the turn.
<input type="checkbox"/> Dee Jay	B	500	500	2W2B	2B	Counter with this card and draw 2 cards.
<input type="checkbox"/> Regina	B	400	300	1W2B	4B	Counter with this card and give 200 HP damage to all cards in the Ring.
<input type="checkbox"/> Charlie	B	400	600	3W2B	2B	Counter with this card and give 100 HP damage to the opponent's Player.
<input type="checkbox"/> Guy	B	500	400	1W2B	1W3B	Give 400 HP damage to any card.
<input type="checkbox"/> Devilotte	B	400	300	1W2B	2B	Before countering, give 300 HP damage to a card from each Player.
<input type="checkbox"/> Albert Wesker	B	400	400	1W2B	2B	Counter with this card and give 200 HP damage to all opponent Ring cards.
<input type="checkbox"/> Mega Man X	A	300	300	1W3B	1W	Counter with this card and roll the die for Yellow Force Icons.
<input type="checkbox"/> Sonson	A	400	400	1W2B	2B	Counter with this card, KO this card and give 300 HP damage to all cards.
<input type="checkbox"/> Pyron	A	400	700	2W2B	1B	Counter with this card and give 200HP damage to a random card.
<input type="checkbox"/> Tyrant	A	1200	200	3W5B	1B	Counter with this card and stop opponent from countering on the next turn.
<input type="checkbox"/> G. Kaiser (Junpei)	A	800	1000	7W	None	None
<input type="checkbox"/> Hayato	A	400	900	6W	None	None
<input type="checkbox"/> Sakura	S	500	600	2W3B	2B	Counter with this card and restore 100 HP to this card.
<input type="checkbox"/> Shin Akuma	S	300	400	2W2B	2B	Before Countering, roll the die to raise the card's BP (100 x number rolled).
<input type="checkbox"/> Ryu	S	1000	600	4W3B	1B	Counter with this card and draw 1 card.



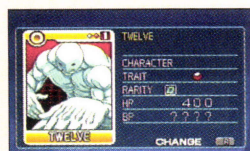
CAPCOM—Green Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Mei Ling	D	200	200	1W	1G	KO one of your cards and draw a card.
<input type="checkbox"/> Necro	D	200	300	3W	2G	Choose whether you or your opponent shuffles the Pile.
<input type="checkbox"/> Oro	D	300	300	2W	2G	View the opponent's hand.
<input type="checkbox"/> Dhalsim	D	300	300	1W1G	3G	Discard all cards, draw a card and reshuffle the Pile.
<input type="checkbox"/> Baby Head	D	400	300	1W	None	None
<input type="checkbox"/> Blanka	D	300	300	1W	None	None
<input type="checkbox"/> Bilstein	C	300	400	1W1G	2G	View the opponent's Hand and discard one card.
<input type="checkbox"/> Vega	C	400	500	1W2G	1W2G	View 3 cards from your Pile and add 1 to your Hand (the rest are discarded).
<input type="checkbox"/> Ele	C	400	400	1W1G	2G	Retrieve a Counter Card from your Discard Pile.
<input type="checkbox"/> Protoman	C	500	500	1W1G	2G	Draw 2 cards and retrieve a card from the Discard Pile.
<input type="checkbox"/> Rolento	C	400	400	1W1G	3G	Draw 4 cards and discard 3 cards straight from the Pile.
<input type="checkbox"/> Thrasher	C	500	500	1W2G	2G	Opponent draws 3 cards.
<input type="checkbox"/> Raizo	C	300	300	1W1G	1W3G	Unfreeze all the cards in the Ring.
<input type="checkbox"/> Bishamon	C	400	400	1W1G	3G	Unfreeze one of your cards before the opponent's turn.
<input type="checkbox"/> Anakaris	C	600	400	2W2G	2G	View the opponent's Hand and discard one Action Card.
<input type="checkbox"/> Ryu (SSF2T Ver.)	C	700	700	2W2G	None	None
<input type="checkbox"/> Ton Pooh	C	400	400	1W	None	None
<input type="checkbox"/> Mai-Ling	C	800	500	2W2G	None	None
<input type="checkbox"/> Al & Evan	B	200	200	1W2G	6G	Return one opponent Ring card back into the Pile.
<input type="checkbox"/> Strider Hiryu	B	600	600	2W3G	3W	Get one Green Force Icon for each random card discarded.
<input type="checkbox"/> Sasquatch	B	500	300	1W3G	2W3G	Turn the BP of all cards to 500.
<input type="checkbox"/> Jedah Dohma	B	600	600	1W3G	2W2G	Turn the BP of all cards to 200.
<input type="checkbox"/> Ibuki	B	500	500	1W2G	6G	Send all cards to the Pile and draw an equal number of cards plus one.
<input type="checkbox"/> Yun	B	300	300	1W2G	4G	Discard all cards and draw 5 cards.
<input type="checkbox"/> Ruby Heart	B	300	300	1W1G	7G	Return one card in your Ring to your Hand.
<input type="checkbox"/> Marionette	B	600	600	1W3G	2W3G	Switch your Pile with the Discard Pile and shuffle it.
<input type="checkbox"/> Miles Edgeworth	B	400	400	1W2G	1W2G	Draw cards to match the number of cards in your opponent's Hand.
<input type="checkbox"/> Lord Raptor	B	400	400	1W2G	1W2G	View the opponent's Hand and return a card to the top or bottom of the Pile.
<input type="checkbox"/> Mike Haggar	B	600	600	2W2G	1W2G	Reveal both Hands and discard all Action Cards.
<input type="checkbox"/> Rose	B	400	400	1W2G	1W2G	Remove the Special Power of one random card.
<input type="checkbox"/> Nemesis	A	400	300	5W3G	1G	Stop the opponent from using White Force Icons on the next turn.
<input type="checkbox"/> Felicia	A	400	400	1W3G	3G	Receive the same number of Green Force Icons as frozen cards in the Ring.
<input type="checkbox"/> Red Arremer	A	500	900	2W3G	1W2G	Delete all Force Icons from your opponent.
<input type="checkbox"/> Cammy	A	400	400	2W1G	3W5G	Return all the cards in the Ring to the Hands of both Players.
<input type="checkbox"/> Saki	A	100	100	1W3G	1W1G	Discard all cards and select 2 cards from the Discard Pile.
<input type="checkbox"/> Tessa	A	400	400	1W3G	4G	Opponent draws 5 cards.
<input type="checkbox"/> Zero	A	700	700	1W3G	2W3G	KO this card and discard all cards from both Players.
<input type="checkbox"/> Jill Valentine (RE3)	S	400	700	2W2G	6G	Discard an Action Card to make all cards in your Hand that same card.
<input type="checkbox"/> M. Bison	S	1200	800	2W4G	2W3G	Neutralize all Special Powers on both sides.



CAPCOM—Red Trait Cards

Character	Rarity	HP	BP	AP Cost	Use Cost	Special Power
<input type="checkbox"/> Twelve	D	400	????	1W1R	Automatic	Rolls the die to determine BP (100 x number rolled).
<input type="checkbox"/> Amingo	D	300	400	1W2R	Automatic	When this card KO's another card, the opponent will discard from the Pile.
<input type="checkbox"/> Urien	D	300	400	1W1R	1R	BP of this card is doubled if there are no other cards in the Ring.
<input type="checkbox"/> Balrog	D	300	500	1W1R	None	None
<input type="checkbox"/> Adon	D	200	400	1W	None	None
<input type="checkbox"/> Eagle	D	200	300	1W	None	None
<input type="checkbox"/> Maki	C	300	400	1W2R	Automatic	Give 100 HP damage to the opponent when this card is defeated.
<input type="checkbox"/> Doctor Wily	C	200	300	1W2R	2W	Get random Force Icons equal to the amount of cards in the Ring.
<input type="checkbox"/> Evil Ryu	C	300	200	1W2R	3R	Raise the BP of this card to 800.
<input type="checkbox"/> Incho	C	300	200	2W1R	1W1R	Raise all the cards in your Ring by 100 BP.
<input type="checkbox"/> Morrigan (Lilith ver.)	C	200	100	2R	1W1R	Turn the BP and HP of this card into that of the top card in opponent's Pile.
<input type="checkbox"/> Tron Bonne	C	200	200	2W2R	1W2R	KO one of your cards and give 200 HP damage to all cards in the Ring.
<input type="checkbox"/> Nelo Angelo	C	300	500	1W2R	1W1R	Give 100 HP damage to all cards in the opponent's ring.
<input type="checkbox"/> Zero	C	200	300	1W3R	2R	Give 100 HP damage to the opponent's Player.
<input type="checkbox"/> Poison	C	200	400	1W	None	None
<input type="checkbox"/> Rain	C	300	300	2W	None	None
<input type="checkbox"/> Sean	C	300	400	1W	None	None
<input type="checkbox"/> Ginzu	C	400	400	2W	None	None
<input type="checkbox"/> Lucia	C	200	500	1W1R	None	None
<input type="checkbox"/> Blodia	B	1000	1000	2W3R	Automatic	This card will reveal your Hand and discard all Counter and Action Cards.
<input type="checkbox"/> Juni	B	400	300	1W1R	2R	Raise this card by 100 BP and randomly discard a card.
<input type="checkbox"/> Jon Talbain	B	600	200	1W1R	1W1R	Raise this card by 100 BP and randomly discard a card.
<input type="checkbox"/> B.B. Hood	B	200	200	3W1R	3R	KO a random card and get 8 Red Force Icons.
<input type="checkbox"/> Leo	B	600	200	1W1R	1R	Raise this card by 100 BP.
<input type="checkbox"/> Hinata	B	300	300	2W1R	3R	Raise a random card in your Ring by 300 BP.
<input type="checkbox"/> Franziska Von Karma	B	400	300	1W1R	4R	Freeze or unfreeze any random card.
<input type="checkbox"/> Dante	B	300	400	3W1R	3R	KO all cards with 500 BP or less.
<input type="checkbox"/> Dan	B	300	400	2W1R	4R	KO this card and an opponent card.
<input type="checkbox"/> Hyo	B	400	600	1W1R	3R	Give 300 HP damage to this card and an opponent's card.
<input type="checkbox"/> Makoto	B	400	500	1W2R	3R	Give 300 HP damage to a random card of the opponent.
<input type="checkbox"/> Hsien-Ko	A	800	300	4W2R	2R	Roll the die and receive Red Force Icons equal to the number rolled.
<input type="checkbox"/> Jin Saotome	A	300	1500	3W5R	Automatic	This card will be KO'd at the start of the next turn after attacking.
<input type="checkbox"/> Sagat	A	800	400	3W2R	4R	Discard all your cards and KO all cards with 500 BP or more.
<input type="checkbox"/> Akuma	A	700	700	3W3R	Automatic	KO any card with over 600 BP.
<input type="checkbox"/> Ryu	A	100	400	2W2R	2R	KO all the cards in the Ring and give this card 200 BP for each card lost.
<input type="checkbox"/> Gill	A	600	600	3W2R	3R	KO all cards with 500 BP or more.
<input type="checkbox"/> Ken	A	500	700	3W3R	3W3R	Give 500 HP damage to the opponent Player.
<input type="checkbox"/> Phoenix Wright	S	100	200	1W1R	2W6R	Roll the die for HP damage (100 x number rolled) to the opponent's Player.
<input type="checkbox"/> Mega Man	S	600	300	1W2R	3R	When KO'd, opponent Player receives HP damage (100 x number rolled).
<input type="checkbox"/> Ingrid	S	200	200	2W3R	5R	KO this card and give 100 HP damage for each card in the opponent's Hand.



ACTION CARDS

ACTION—Yellow Trait Cards

Name	Rarity	Use Cost	Power
<input type="checkbox"/> Holy Star	D	1W	Roll the die for random Force Icons.
<input type="checkbox"/> A Secretary's Lot	D	7W	Unfreeze all your cards.
<input type="checkbox"/> Miraculous Magic	D	2W	Restore 200 HP to any card.
<input type="checkbox"/> Swig o' Courage	C	3W	Roll the die and raise the BP (100 x number rolled) of any card.
<input type="checkbox"/> Talking Trash	C	3W	Draw as many cards as the number of cards in the Ring.
<input type="checkbox"/> Treasure Hunt	C	3W	Get 5 Random Force Icons.
<input type="checkbox"/> Soups On!	C	5W	Restore 300 HP to all your cards.
<input type="checkbox"/> At One With Nature	C	3W	Restore 300 HP for the Player.
<input type="checkbox"/> Placid Prayer	C	3W	Restore 300 HP to any card.
<input type="checkbox"/> Dramatic Battle!	B	5W	Fusion Attack without spending Force Icons.
<input type="checkbox"/> Pao Pao Café	B	8W	Restores 500 HP to all cards in your Ring.
<input type="checkbox"/> Antiseptic Spray	B	5W	Restores 500 HP to the Player.
<input type="checkbox"/> Pathetic Puppet Show	A	2W3Y	Roll the die to restore HP (100 x number rolled) to any card.
<input type="checkbox"/> Chow Time!	A	2W3Y	Roll the die to restore HP (100 x number rolled) to your Player.
<input type="checkbox"/> Across Borders	S	1W3Y	Restore HP (100 x number of Ring cards) to your Player.



ACTION—Blue Trait Cards

Name	Rarity	Use Cost	Power
<input type="checkbox"/> Imprisoning Maiden	D	3W	KO one of your cards and attack using its BP.
<input type="checkbox"/> Sorry!	D	1W	Give 100 HP damage to any card.
<input type="checkbox"/> Noblesse Oblige	D	1W	Freeze any card in the Ring.
<input type="checkbox"/> Wild Fusillade	C	2W	Give 500 HP damage to all cards in the Ring.
<input type="checkbox"/> Shadow Warrior	C	2W	KO as many cards as you like and draw a card for each KO.
<input type="checkbox"/> Sword Lord's Slash	C	8W	Give 100 HP damage to the opponent Player.
<input type="checkbox"/> Loki's Rage	C	4W	KO one of your cards and give 300 HP damage to all cards.
<input type="checkbox"/> Smite of Swirl	C	2W	Give 300 HP damage to any card.
<input type="checkbox"/> Universe Distortion	C	1W	Discard 2 cards and give 200 HP damage to all cards.
<input type="checkbox"/> This's War	B	1W3B	Give 300 HP damage to all cards except one from each side.
<input type="checkbox"/> Subjugation Day	B	4W	Give 300 HP damage to all cards.
<input type="checkbox"/> Kill Them All	B	6W	Give 500 HP damage to all cards.
<input type="checkbox"/> Cat Fight	A	2W3B	Give 600 HP damage to all cards except one from each side.
<input type="checkbox"/> Next Generation	A	5W	KO as many cards as you like and draw 2 cards for each KO.
<input type="checkbox"/> Mano E Mano	S	3W3B	KO all cards except one from each side.



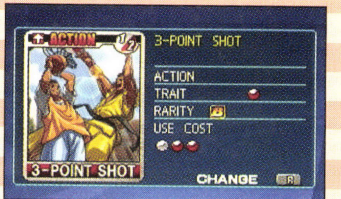
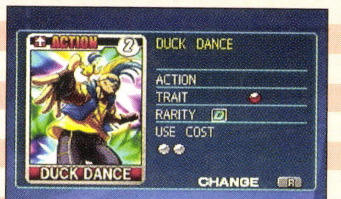
ACTION—Green Trait Cards

Name	Rarity	Use Cost	Power
<input type="checkbox"/> Worker Bees	D	1W	Roll the die for White Force Icons.
<input type="checkbox"/> Nirvana	D	1W	View the opponent's Hand.
<input type="checkbox"/> Moronic Mix-Up	D	1W	Freeze any card in the Ring.
<input type="checkbox"/> You're Grounded	C	9W	Return a card in your Ring to your Hand.
<input type="checkbox"/> New Image?	C	2W	Exchange this Action Card for another in the Discard Pile.
<input type="checkbox"/> Invitation	C	3W	Get White Force Icons equal to number of cards in the Ring.
<input type="checkbox"/> Diversionary Attack	C	4W	Draw the number of cards equal to frozen cards in the Ring.
<input type="checkbox"/> Brainwash	C	3W	View opponent's Hand and discard one card.
<input type="checkbox"/> Fix-it Shop	C	3W	Draw 3 cards.
<input type="checkbox"/> Game Over	B	4W	Both Players discard their entire Hands.
<input type="checkbox"/> Time Warp	B	6W	Return the Discard Pile into the Pile and reshuffle it.
<input type="checkbox"/> Hyena Funfest!	B	6W	Draw 6 cards.
<input type="checkbox"/> Shape Shifter	A	2W2G	Choose any 2 cards and switch their Special Powers.
<input type="checkbox"/> Concentration One	A	2W3G	Stop the opponent from attacking on the next turn.
<input type="checkbox"/> Out of Order!	S	3W4G	Give both Players HP damage (100 x number of Hand cards).



ACTION—Red Trait Cards

Name	Rarity	Use Cost	Power
<input type="checkbox"/> Duck Dance	D	2W	Roll the die and raise the BP (100 x the number rolled) of any card.
<input type="checkbox"/> Wag the Dog	D	2W	Discard a card and give 300 HP damage to any card.
<input type="checkbox"/> Death Wish	D	1W	Raise any card by 300 BP, but your Player loses 100 HP.
<input type="checkbox"/> Go-ooooh Team!	C	2W	Give 200 HP and 200 BP extra to any card.
<input type="checkbox"/> Honey Bee	C	2W	KO a card for both Players.
<input type="checkbox"/> Fate's Arrow	C	1W	Roll the die to KO any card (must roll 1-3).
<input type="checkbox"/> Tight Fix!	C	5W	Give 300 HP damage to all frozen cards.
<input type="checkbox"/> Lord's Way	C	3W	Discard 2 cards and give 500 HP damage to any card.
<input type="checkbox"/> Magic Meds	C	4W	Raise any card's BP by 600, but your Player loses 200 HP.
<input type="checkbox"/> 3-Point Shot	B	1W2R	Give 100 HP damage to the opponent's Player.
<input type="checkbox"/> Dark Force	B	3W	Give 300 HP and 300 BP extra to any card.
<input type="checkbox"/> Heroes Never Die	B	6W	KO all opponent cards if your Player HP is lower than 300.
<input type="checkbox"/> Bio-Weapon	A	1W4R	Give 300 HP damage to the opponent's Player.
<input type="checkbox"/> Death Blow	A	5W	KO any card.
<input type="checkbox"/> Enja's Immolation	S	2W3R	KO all cards in the Ring.



COUNTER CARDS

COUNTER—Yellow Trait Cards

Name	Rarity	Use Cost	Power
<input type="checkbox"/> Green Orb	D	1W	Restore 200 HP to any card.
<input type="checkbox"/> Hanzo's Help	D	6W	Unfreeze all cards.
<input type="checkbox"/> Noh Cry	C	2W	Roll the die to raise the BP (100 x number rolled) of any card.
<input type="checkbox"/> Clinging Kitten	C	3W	Give all opponent cards 100 HP damage, restore all your cards by 100 HP.
<input type="checkbox"/> Ice Crusher	C	3W	Restore 200 HP to all the cards in your Ring.
<input type="checkbox"/> Chamomile	C	3W	Restore 500 HP to the Player.
<input type="checkbox"/> Scarfing Sushi	B	4W	Roll the die and restore the HP (100 x number rolled) of any card.
<input type="checkbox"/> Blessed Rain	B	6W	Restore 500 HP to all the cards in your Ring.
<input type="checkbox"/> Can O' Energy	A	4W2Y	Restore 500 HP to your Player.
<input type="checkbox"/> Music Magic	S	5W3Y	Restore your Player's HP (100 x number of cards in the Ring).



COUNTER—Blue Trait Cards

Name	Rarity	Use Cost	Power
<input type="checkbox"/> Hypnotized!	D	1W	Freeze any card.
<input type="checkbox"/> Oncoming Kamikaze	D	3W	Roll the die to give HP damage (100 x number rolled) to any card.
<input type="checkbox"/> Ghouls' Curse	C	2W	Give 200 HP damage to any card.
<input type="checkbox"/> Colossal Cleave	C	3W	Raise all cards that weren't attacked by 100 BP on the next turn.
<input type="checkbox"/> Lap of Luxury	C	5W	Unfreeze all cards in your Ring.
<input type="checkbox"/> Cosmo Disruption	C	3W	Discard 3 cards and give 300 HP damage to all cards in the Ring.
<input type="checkbox"/> Revenge	B	5W	Draw and discard 2 cards; give all cards 300 HP damage.
<input type="checkbox"/> Broken Bomber	B	4W	Unfreeze all cards.
<input type="checkbox"/> Explosive Blowback	A	2W3B	Give 300 HP damage to any card.
<input type="checkbox"/> Final Judgment	S	2W5B	Give 600 HP damage to any card.



COUNTER—Green Trait Cards

Name	Rarity	Use Cost	Power
<input type="checkbox"/> Charge!	D	1W	Draw 2 cards.
<input type="checkbox"/> Scoop Artist	D	2W	Get White Force icons equal to number of frozen cards in your Ring.
<input type="checkbox"/> Battle Stations!	C	2W	Place a card in the Ring without freezing it.
<input type="checkbox"/> Hostage	C	1W	Opponent draws and discards the same number of cards in the Ring.
<input type="checkbox"/> Irresistible Agent	C	1G	Draw as many cards as the number of cards in the opponent's Ring.
<input type="checkbox"/> Card Shark	C	1W	Draw 2 cards, opponent draws 3 cards.
<input type="checkbox"/> Saving Shift	B	8W	Return a Ring card to your Hand.
<input type="checkbox"/> Recurring Nightmare	B	5W	Select a card from the Discard Pile and freeze it in the Ring.
<input type="checkbox"/> Primo Jackpot!	A	4W4G	Roll the die to turn all your cards' HP and BP to 1,500 (must roll 1).
<input type="checkbox"/> Nature's Pain	S	3W3G	Both Players receive the same amount of damage for one turn.



COUNTER—Red Trait Cards

Name	Rarity	Use Cost	Power
<input type="checkbox"/> Mongolian Tiger Flash!	D	2W	Give 300 HP damage to a random card of the opponent.
<input type="checkbox"/> Shooting Star	D	1W	Give 200 HP damage to a random card of the opponent.
<input type="checkbox"/> Supply Run	C	1R	Roll the die and raise the BP (100 x number rolled) of any card.
<input type="checkbox"/> Battle Download	C	3W	Raise all your cards that are less than 300 BP up to 600 BP.
<input type="checkbox"/> Center of Attention	C	2W	Raise any card by 500 BP.
<input type="checkbox"/> Free At Last!	C	5W	Unfreeze all cards in your Ring.
<input type="checkbox"/> Seizing Fate	B	5W	Neutralize all Fusion Attacks.
<input type="checkbox"/> Revolution Francaise	B	5W	Raise all your cards by 200 BP.
<input type="checkbox"/> Ultimate Guard	A	2W1R	Neutralize an attack.
<input type="checkbox"/> Guardian Angel	A	2W4R	Neutralize a Fusion Attack.



RAW DANGER!

Strategy
Guide by
Charlotte
Chen

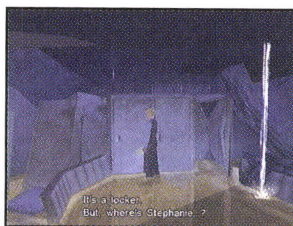


Players who got out of Capital City alive during *Disaster Report* will find themselves on familiar (shaky) ground in *Raw Danger*, the next installment in Agetec's survival-adventure series. Six hapless inhabitants of Geo City, a futuristic metropolis with an infrastructure strongly reminiscent of New Orleans, are caught in a flooding disaster of Katrina-like proportions. Although there's not a FEMA trailer in sight, the broken levees, botched rescue operations and ineffectual politicians seem ripped straight from the 2005 headlines. In *Raw Danger*, you will experience this disaster from the perspective of six different characters with intersecting paths of escape.

STICKING POINTS

The gameplay in *Raw Danger* is fairly basic, so instead of a step-by-step walkthrough, this section of the guide will give tips for those parts of the game where you might get stuck.

Sticking Point #1

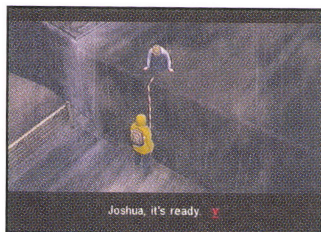


Stephanie gets trapped inside a locker in the women's locker room. For some reason, Joshua can't seem to figure out where she is, even though he's tried to open the locker multiple times, and it's banging around, so there's obviously someone in there. He has to shout at the locker first, wait for it to bang in

response, then try to open the door. When in doubt, shout! It works more often than you'd think.

Sticking Point #2

Outside of Papco, after Stephanie climbs up to the next level by standing on Joshua's back, she needs him to give her a rope so he can climb up after her. Why is it that the "use" function in the item menu doesn't seem to work? It's because Joshua has to actually choose the "give" function in order to use the rope.



Sticking Point #3

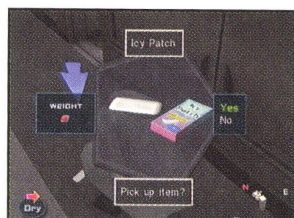
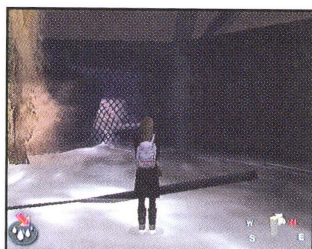


While at Del Ray East Junction, Stephanie gets stranded in the middle of the stream. It seems impossible to reach her. Joshua has to look at the "9" that fell off the "909" building and try to move it by himself. After this, he has to go ask Beth's mother (she will be standing at the Survival Point) for help moving the "9" so he can

use it as a jumping off point to grab the awning.

Sticking Point #4

For some odd reason, the wire cutters that Amber finds inside the Hudson Tunnel are not meant to sever her handcuffs. Instead, she's supposed to use them on the wire fence that's in the corner, close to a stream of brown sludge that's falling from the ceiling.



Sticking Point #5

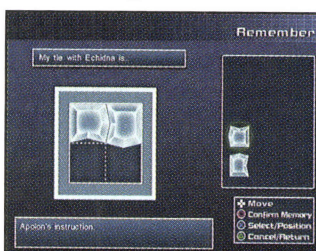
After Ivan uses an Icy Patch to cool down Sierra, she still seems ill, but he's not sure why. You need to use the stethoscope to examine her again, then get a blanket from the rescue worker.

Sticking Point #6

Ivan needs oars for his air mattress. These can be obtained two ways. The easy way is to go down the alley next to the laundromat; there's a couple of oars lying in the back part of the building. The hard way is to find two frying pans, adhesive tape, a clothespole and a broom, then wrangle them into homemade oars.



Sticking Point #7



So Sierra and Ivan have tossed his apartment and there doesn't appear to be anything else inside. Why won't she let him leave? Does that note pinned to the dartboard mean anything? How about that deer head? Ivan can't move on unless you go into the item menu and use Ivan's "Remember

Memories" talent to figure out his connection to Echidna. The puzzles are incredibly easy, so I didn't bother reproducing them here. Once you solve the puzzle, the game will automatically progress.

Sticking Point #8

The container of Echidna has drifted away and Ivan needs something he can use to lash it to his motorboat. Drive straight ahead, underneath the first "Merry Christmas" banner, then turn right. Make Ivan dock on the stairs, then take the flag. If you can't see the flagpole, go into first-person view and look around; it is right on the water's edge.



Sticking Point #9



This sticking point only happens if you play Keith Helm as your sixth character (meaning Joshua left via helicopter in the middle of his game), and if Isaac and Sophia make it safely to the Capitol Magazine building. If Isaac and Sophia don't make it, then Keith will be missing one vital piece of information. If Keith has all the information he needs, he will not be able to leave the editorial room until he puts

together a nine-piece puzzle using his "Solve" talent, which is a lot like Ivan's "Remember Memories" talent. The puzzle pieces generate from Keith's brief meeting with Sophia, and two documents that can be found inside the file storage room. The puzzle is a box with nine squares. Think of the top row as 1-3, the middle row as 4-6 and the bottom row as 7-9, reading from left to right. Use the list at right to put the pieces of information into the right location.

1. Goldstein gave favors to NorCal Pharmaceutical.
2. Goldstein virtually controls NorCal Pharmaceutical.
3. Goldstein ordered NorCal to develop a killer virus.
4. Cascade was ruined by fire.
5. The Mayor was from Cascade.
6. Goldstein tried to spread the killer virus in Del Ray.



7. Everyone in Cascade Village was killed by an epidemic.
8. The government tried to conceal the epidemic.
9. The killer virus "Echidna."

SIX DEGREES OF SEPARATION

Throughout the game, there are key moments in which one character's actions will impact another character's game. I've listed them all below, with descriptions of the choices you can make and the subsequent consequences.

Situation #1



Joshua sees Amber hiding behind a car. The detective runs up and asks him if he's seen her.

- a) Joshua pretends not to see her.
- b) Joshua points at her.

Result

- a) Amber can escape by sticking to the perimeter of the construction site.
- b) Amber will get arrested, but can

escape by crawling out of the police van after the next earthquake. She will miss some items which you can only get on the perimeter.

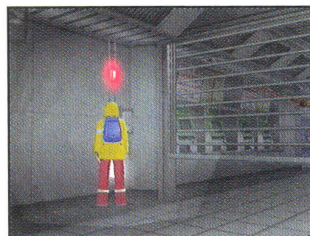
Situation #2

Joshua needs a light source to find an outlet for the speed handle he needs to use to operate a shutter in the Downtown Station.

- a) Joshua uses a lighter that he finds in the same room as the speed handle.
- b) Joshua uses a normal flashlight.

Result

- a) When Joshua walks underneath the Christmas decorations strung near the Wise-Man bookstore, he will set them on fire and activate the alarm. During Amber's game, there will be policemen patrolling in the bookstore.
- b) There will be no policemen in the bookstore.



Situation #3



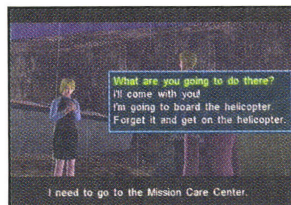
Joshua has to cross the gap in Downtown Station to reach Stephanie, who has fallen unconscious to the lower levels. There is a beam leading straight across that is blocked by an iron bar.

- a) Joshua forcibly removes the iron bar.
- b) Joshua finds a less direct route across the gap.

Result

- a) All the objects that the iron bar was holding up will fall into the water below. During Amber's game, this will cause her to be swept downstream. When she gets back onto dry land, if she speaks to the rescue workers instead of following Aidan, she will get her bad ending. This action will also cause the entire station to start collapsing once Joshua gets near the exit.
- b) Amber will get through the station easily, and the station will not begin to collapse when Joshua gets near the exit.

Situation #4



Joshua and Stephanie reach Del Ray East Junction together and are waiting to board a rescue helicopter with Beth and her mother.

- a) Joshua decides to go with Stephanie to the Mission Care Center.
- b) Joshua makes Stephanie get on the helicopter with him.

c) Joshua gets on the helicopter by himself.

Result

- a) Joshua will be your sixth character.
- b) Joshua will get his "Type B" ending. Keith Helm will be your sixth character.
- c) Joshua will get his "Type C" ending. Keith Helm will be your sixth character.

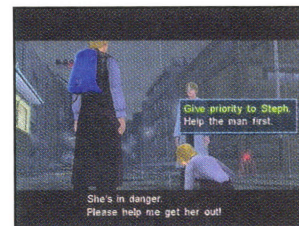
Situation #5

When Joshua and Stephanie arrive in the Angelina restaurant area, Ivan runs up and asks for help.

- a) Joshua can help immediately, or help only after Ivan helps Stephanie.
- b) Joshua can completely refuse to help, even if Ivan helps Stephanie. Also, if Joshua left by helicopter already, no one will show up to help Ivan.

Result

- a) Joshua can follow Ivan to where Sierra is trapped under debris, and help him lift it.
- b) Ivan can find a jack in the parking lot underneath the restaurant.



Situation #6



After you get close to the Del Ray Station, Joshua has to walk along a bunch of railroad tracks, then jump a gap that Stephanie needs help with. From there, he needs to use some suspended railroad cars as a bridge.

- a) Joshua runs on top of the railroad cars.
- b) Joshua walks on top of the railroad cars.

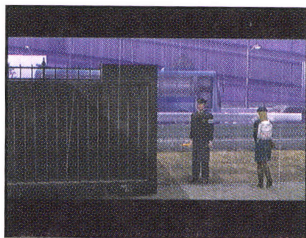
Result

- a) During Ivan's game, while he is trying to transport the Echidna tank to the substation, the railroad cars will fall into the ocean. The tank will float away, and he will have a limited time to retrieve it before it floats into the open sea. If Ivan fails to get it back in time, he will get his "Type C" ending.
- b) Ivan should have no trouble taking the tank to the substation.

continued

SIX DEGREES OF SEPARATION

Situation #7



While escaping from the police station, you encounter an oil tanker with a pipe blocking the sidewalk.

- a) Amber breaks the pipe.
- b) Amber escapes by using a police uniform as a disguise and speaking to the guard at the gate. When she gets outside the station and enters the stealth portion, she can run straight across to find a room with the uniform.

Result

- a) When Isaac and Sophia are at the Geo Police Station, there will be a large explosion that knocks them both into a crater. Isaac will have to climb out first, then double back and use the sound of his voice to guide Sophia to safety. If Isaac abandons Sophia at this point, he will get his "Type B" ending.
- b) Isaac and Sophia should have no problems leaving the Geo Police Station.

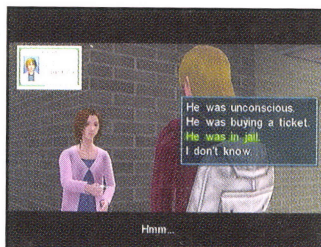
Situation #8

While walking towards the Angelina restaurant, Amber runs into Sierra, who asks her if she's seen Ivan, the man who Amber and Aidan should have found inside the Hudson Tunnel.

- a) Amber tells her that Ivan's been taken by rescue workers.
- b) Amber lies, or Amber and Aidan never helped Ivan in the first place.

Result

- a) When Ivan's game starts, he will be inside a laundromat with a Survival Point.
- b) When Ivan's game starts, he will be lying face down in water on the ground outside.



Situation #9



Paige sees Ivan standing in the hallway.

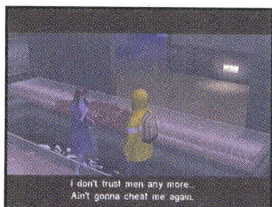
- a) Paige can call Ivan a pervert.
- b) Paige can tell Ivan he's handsome.

Result

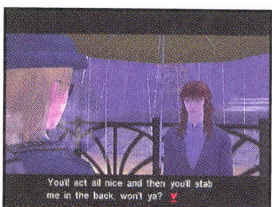
- a) One of Ivan's potential personality types will be "pervert."
- b) One of Ivan's potential personality types will be "narcissist."

JEWELRY

Throughout the course of the game, each character can encounter a surly female jewel thief. Depending on how they treat her, she may reward them with one of her gems. Here's how each character can get a jewel:



1. **Joshua:** Go into the Papco store and he will find her in the back, cleaning out the jewelry display. She will say that she's cold. Find a Heating Pad and give it to her, then keep on talking to her until she gives Joshua a Cheap Pearl.



2. **Amber:** While crossing the Hudson River Bridge, it will collapse and force her to go to the view area on the side. Phyllis will be standing on the terrace complaining about the rain. Give her an umbrella and she'll run off. Check around the terrace and you'll find the Small Opal on the ground. Amber can find an umbrella in the same room where she can get a police uniform.

END GAME

There are multiple endings possible for each character. The chart below shows you how to get each ending for each character.



Joshua Harwell Endings

- Type A: Joshua and Stephanie arrive together at Del Ray Station.
- Type B: Joshua and Stephanie leave together via helicopter at Del Ray East Junction.
- Type C: Joshua leaves by himself via helicopter at Del Ray East Junction.



Amber Brazil Endings

- Type A: Reach Cascade Dam and retrieve the data disk.
- Type B: Speak to the rescue workers after getting swept downstream in the Downtown Station. This only happens if Joshua pulls the iron bar during his game.



Isaac Schiller Endings

- Type A: Isaac and Sophia reach the Capitol Magazine building.
- Type B: Isaac leaves Sophia behind at the Geo Police Station.



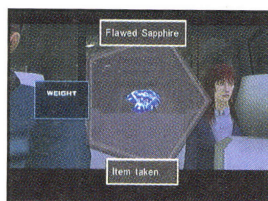
Paige Meyer Endings

- Type A: Paige leaves via helicopter, with or without Emily.
- Type B: Paige yells at Emily 10 times while the latter is dangling from the broken staircase.



Ivan Kozlov Endings

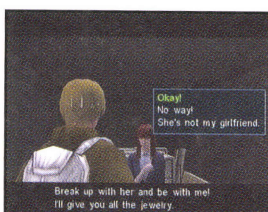
- Type A: Ivan destroys Echidna at the substation.
- Type B: Ivan obeys Apolon at the substation.
- Type C: Ivan loses track of the Echidna tank. This only happens if Joshua runs on top of railroad cars on his way to Del Ray Station.



3. **Isaac:** After Sophia gets trapped, drive to the Angelina area, park the cab and head over to the "909" building. Phyllis will be in the parking lot, looking at a map. Talk to her until she asks for a ride, then take her to her destination. She'll give him a Flawed Sapphire as payment.



4. **Paige:** After Paige gets the Gymnasium Key, go outside and check near the garbage bin. Talk to the jewel thief and she'll give her a Crimson Ruby.



5. **Ivan Kozlov:** While riding the Air Mattress with Sierra Young to David Brazil's apartment, Ivan has to stop at a dry section with a Survival Point and a truck. The jewel thief will be in the back of the truck, complaining about being hungry. Give her some food and continue talking to her, until she asks him to dump Sierra and make her his new girlfriend. If Ivan agrees to this ludicrous plan, she will give him a Large Diamond.

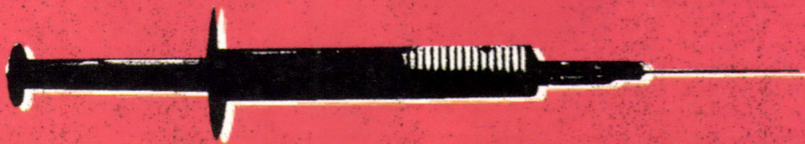
COMPASS LIST

There are 64 compasses available in the game. There's no reward for finding them all, other than that rush of endorphins known as the "completist's high." The list below shows you which characters can be used to find each compass.

#	Compass	Character(s)	Method/Location
	00. Standard	Joshua	Default compass.
	01. Relief Center	Joshua	Complete the tutorial.
	02. Mascot	Joshua	During the banquet flood, while evacuating the guests in the lobby, it's outside in the lobby near the room next to the restrooms.
	03. Pedometer	Joshua	Inside the women's locker room.
	04. Backpack	Joshua	Near the Survival Point outside Papco or near the construction site.
	05. Holiday Tree	Joshua	Near the Survival Point outside Papco or near the construction site.
	06. Monorail	Joshua	Near a bunch of traffic cones outside the Downtown Station, on the road behind the Metro subway entrance.
	07. Steambot	Joshua	On the road in the Del Ray W. Junction area between the bus depot and the helicopter crash site the head chef runs toward.
	08. Fisherman	Joshua	In the Historic Rest area, after using the crowbar to open the truck, check behind the diner near a big pile of dirt.
	09. Jet Ski	Joshua	In the Historic Rest area, walk out of the kitchen and go around the building to the left.
	10. Cloud	Joshua	In Del Ray East Junction, while moving the "9" with Beth's mother, get up on the ledge and climb the ladder to reach a dead end.
	11. Porridge	Joshua, Amber, Isaac, Ivan	Outside the Angelina restaurant, head toward the "909" building parking lot. You should see a black sedan you can use as a bridge to a small area with a truck. Check the back of the truck.
	12. Rabbit	Joshua	The parking lot of the Mission Care Center.
	13. Clown	Joshua	Outside of the circus tent. (You have to pick it up before Stephanie speaks to Claire.)
	14. Heart	Joshua	Before going into the circus tent, check next to the chain link fence on the northwest side. (You have to pick the compass up before Stephanie speaks to Claire.)
	15. Train	Joshua	During the snowstorm as you are walking to the Del Ray Station on the railroad tracks, it's on the upper tracks next to a large gap.
	16. Media Tower	Joshua, Keith	On the Media Tower, on the fourth platform you reach after climbing up ladders.
	17. Ice Cream	Amber	The interrogation room in the Geo Police Station.
	18. Frozen	Amber	Go outside the gate and turn right to find it on the ground.
	19. Blokus	Amber	Check in a narrow corridor between the Survival Point at the construction site and the gas station; turn right and go on the road with the flashing yellow light.
	20. Fig	Amber	In the Downtown Geo section, near two people, behind a white sedan.
	21. Stocking	Amber	In the Downtown Station after walking across the trains in the water; go upstairs and through the opening. She needs a speed handle to open a shutter. Joshua has to give the speed handle to Jasper before the end of his game. Amber can then find Jasper outside the Geo Police Station, hanging around near a garbage bin.
	22. Fruitcake	Amber	In the Downtown Station after walking across the trains in the water; go upstairs and to the end of the hall.
	23. Music Box	Amber	Terrace of David Brazil's apartment.
	24. Diver	Amber	Near the Hudson Bridge check on the opposite side from where Phyllis (jewel thief) is standing.
	25. Piglet	Amber	Inside the Hudson Tunnel where Ivan is unconscious; on the floor near the bench opposite from the Survival Point.
	26. Snowflake	Amber, Isaac	In the park behind the Landmark Apartments.
	27. Baby	Amber, Isaac	Near the back entrance to the Landmark Apartments.
	28. Dam	Amber	Cascade Dam, while you're going up the stairs to the top.
	29. Therapy Ball	Isaac, Ivan	On the sidewalk near the Seek Time convenience store.

continued

#	Compass	Character(s)	Method/Location
	30. Turkey Leg	Isaac	On the convenience store counter.
	31. Trumpet	Isaac	Near the Geo Police Station. Park, leave the parking lot, make two rights into a narrow sidewalk between the parking lot fence and a building, then a left into a narrow corridor between buildings.
	32. Anime	Isaac	Inside the Geo Police Station. Walk past Sophia as she talks to an officer and head to the fence by the wall near the burning car.
	33. Yose Nabe	Amber, Isaac	End of hallway on 1F of the Landmark Apartments.
	34. NorCal	Isaac	Inside the NorCal R&D building.
	35. Banana	Isaac	Inside the NorCal R&D building.
	36. Hostess	Isaac	Inside the NorCal R&D building.
	37. Kiddo	Isaac	After Sophia gets trapped, drive to Discovery Heights to find people on the sidewalk with a broken down car. Press L3 to honk the horn. Give them a ride to Del Ray Station and they will give Isaac the compass.
	38. Cucumber	Joshua, Amber, Isaac, Ivan	Around the Angelina restaurant area.
	39. Blue Marlin	Isaac	Cascade Dam, walk to the end of the dam (opposite from where you come in).
	40. Snowboarder	Isaac	Cascade Dam, in the first building you enter, on the floor of the bottom level.
	41. Assistant	Isaac	Before parking at the Capitol Magazine building, drive towards the Del Ray Station building and find it on the road (you can look at items while still in the taxi).
	42. Tweezers	Paige	After finding Kelly under a piano and before saving her, check the sink by the window in the room at the end of the hallway.
	43. Triangle	Paige	After you exit the second classroom, on the edge of the building.
	44. Statue	Ivan	After reaching Del Ray High School via air mattress, check the soccer goal post before entering the building.
	45. Hot Dog	Paige	The first time you escape from Mr. Savage and run across the courtyard, it's on the shelf of the office in the next building.
	46. Beam	Paige	The first time you escape from Mr. Savage and run across the courtyard, go up the stairs to find it at the top.
	47. Rubber	Paige, Ivan	Inside the gym, before going out the exterior doors, to upstairs to the end of the 2nd floor.
	48. Cat	Paige, Ivan	After you talk to Ivan, go to the end of the hallway and check inside the women's restroom.
	49. Hardhat	Paige, Ivan	After Dr. Spritz enters the gym, head to the rooftop (as Paige). Climb the collapsed hallway to get outside, and before crossing to the next building, look left.
	50. Rudolph's	Ivan	In the convenience store area.
	51. R-9D	Ivan	In the convenience store area.
	52. Snowman	Ivan	While on the way to the Landmark Apartments, the first time you deflate the Air Mattress, you will find it on the ground.
	53. Samurai	Ivan	Same area as the Snowman.
	54. Curry Rice	Joshua, Amber, Isaac, Ivan	In the Angelina restaurant area, on the street next to the parking lot.
	55. Sea Urchin	Joshua, Amber, Isaac, Ivan	On the road north of the Angelina restaurant, lying near a truck with a flame mascot on it.
	56. Candle	Ivan	Inside Ivan's apartment.
	57. Faucet	Keith	Outside the Capitol Magazine entrance.
	58. Helicopter	Ivan	In the same area where you found the flag to tie the Echidna tank to the boat, near the base of the big statue in the middle.
	59. Sea Gull	Ivan	Same area as the Helicopter.
	60. Big Dipper	Ivan	Check around the substation before you turn on the power.
	61. Cartoon	Joshua, Keith	On the third floor of the Media Tower.
	62. Crowbar	Keith	On the desk inside the editorial room of the Capitol Magazine building.
	63. King Crab	Joshua	In the Del Ray Station, before you go up the stairs to the platform. Walk along the train to the dead end; once you pick it up, the train will fall over.
	64. Survivor	Keith	In the rest area in front of the Del Ray Station entrance, on top of a pot of grass next to a couple of benches.



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Select Game Previews

MySims



Editor's PICK

May be the first *Sims* game where I'd feel a twinge of guilt if I "accidentally" set the characters on fire.

—Charlotte

Publisher: EA
In Stores: 4th Quarter 2007

Wii  DS 

MySims is quite possibly the most adorable video game ever created. Will Wright's seminal series has gone through the Wii-filter, and those pseudo-realistic pixel

Petes and Pollyannas of the past have transformed into anime-inspired, Mii-like

creatures (courtesy of character designer Emmy Toyonaga). The new look is perfect for the Wii console, which has a clear monopoly on all things cute and small. In *MySims*, players can customize everything, from their Sims to their towns, down to the individual appliances within particular stores. The game starts when you move into a run-down town that is populated by colorful characters, like Italian Chef Gino Delicioso, Yoga instructor Ocean Breeze and Mayor Rosalyn P. Marshall. Everyone in town needs your help, and everything you do will impact the way the town develops. As the town grows, so does your palette of customization tools, until you can literally shape the way your town grows in any way you choose.



Hour of Victory

Publisher: Midway
In Stores: 3rd Quarter 2007



Just one soldier isn't equipped to handle all the challenges of war, which is why *Hour of Victory* gives you three characters with unique talents to save the day in this first-person shooter set during WWII. Major Ambrose Taggart specializes in silently eliminating enemies with a knife to the back or his special Sten gun while Lt. William Ross is more of a run-and-gun character, the tank of the team. The third character, U.S. Army Ranger Sgt. Calvin Blackbull, is the most agile member, and a skilled sniper. Over the course of the game, you must choose the right man for the job to complete realistic missions in Europe and North Africa.



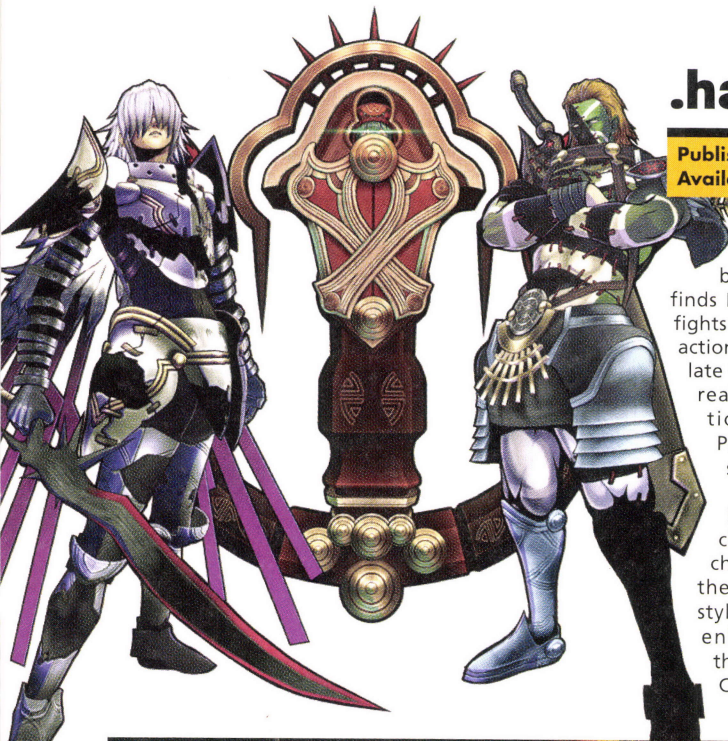
Tamagotchi: Party On!

Publisher: Namco Bandai
In Stores: June

Wii

Despite their stone-age, black-and-white, microscopic LCD screens and extremely limited interactivity, the original Tamagotchi "virtual pets" managed to charm the pants off the entire world. So you can imagine how much more fun you'll be able to have with *Tamagotchi: Party On!* for the Wii, where you won't have to wait on them hand and foot and worry about whether they're going to live if you forget to feed them every five minutes. Yes, everything's happy on Tamagotchi Planet, where up to four players can compete with a single Wii Remote to be elected President. There are no smear campaigns, fear mongering or illicit contributions in this election, only a series of *Mario Party*-style mini-games.



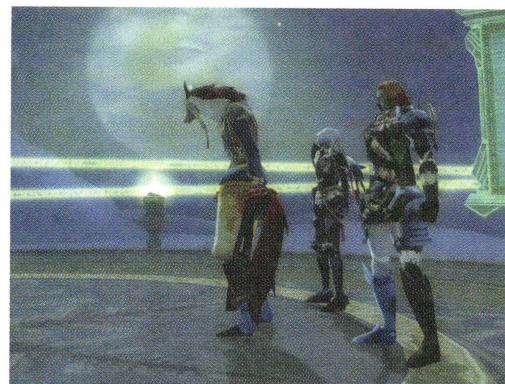
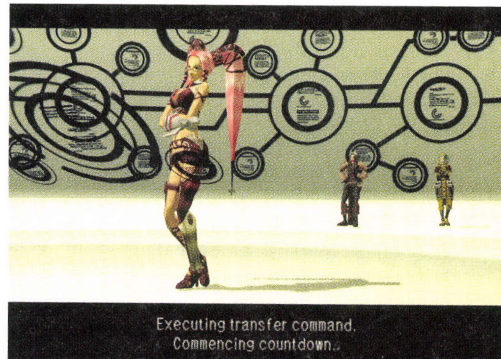


.hack//G.U. Vol. 2//Reminisce

Publisher: Namco Bandai
Available Now



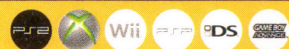
Deep thinkers who are wrapped up in "The World" (the game-within-a-game where much of *.hack* takes place) will find a lot more existential brain fodder in *Reminisce*. The second chapter in the action/RPG trilogy finds Haseo and his friends trapped in the virtual world while one of them fights for her life, raising all sorts of philosophical questions about how one's actions in cyberspace relate to consequences in reality. (Not to mention the Grand Poobah of all philosophical questions: "What is reality?") New features include the ability to change weapons on the fly, new fighting styles, a new "Awakening" power and the new Crimson VS Card Game.





Shrek the Third

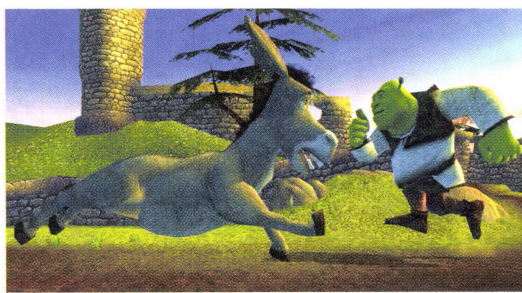
Publisher: Activision
Available Now



Third time's a charm! In *Shrek the Third*, Shrek, Donkey, Puss-in-Boots, Fiona, Fiona's cousin Arthur (who?) and Sleeping Beauty join forces against Prince Charming as he attempts a hostile takeover of Far Far Away. The game will follow the third movie's plot, but will also feature exclusive characters and levels. As in Activision's previous *Shrek* game, each character will have a signature move, like Shrek's "Ogre Power," Puss-in-Boots' "Cute Puss" and Sleeping Beauty's "Swoon." Naturally, these abilities will be uniquely suited to the various puzzle and platform challenges that await our intrepid anti-heroes.



DREAMWORKS
SHREK THE THIRD



Stuntman: Ignition

Publisher: THQ
In Stores: 3rd Quarter 2007



Developer Paradigm Entertainment upgrades the *Stuntman* series for the next-generation consoles (and the PS2) with new stunts, new vehicles and new ways to endanger the lives of Hollywood's unsung heroes. In the career mode, you'll smash sports cars, motorcycles and hovercraft as you compete with rival stuntmen to become the 21st century's Yakima Canutt or Evel Knievel. But it's not just about the collisions; you'll also have to pull off precision driving maneuvers and super-high jumps for the benefit of the camera eye. In the online multiplayer modes, you can compete in various challenges on film sets and studio backlots, or concoct your own stunt runs and challenge your opponents to complete them.



STUNTMAN
IGNITION





Wild ARMs 5

Publisher: XSEED
In Stores: 3rd Quarter 2007

PSP

Wild ARMs 5 marks the 10th anniversary of the western-themed RPG series. The HEX battle system from *Wild ARMs 4* returns, with additional features like the ability to switch party members during battle. The action elements are back as well, with jumping, sliding, stomping and shooting (with dual pistols) possible on the field map. The story in *Wild ARMs 5* is one about a human civilization that was once so advanced it built giant golems to serve it, but in the present day, everything is rundown, humans are second-class citizens and a race known as Veruni are in control. When Dean Stark and Rebecca

Streisand witness a golem hand fall from the sky, holding a girl named Avril, the three of them decide to journey together through the world of Filgaia in an attempt to regain Avril's memories and figure out what's in store for their planet.

WILD ARMS 5

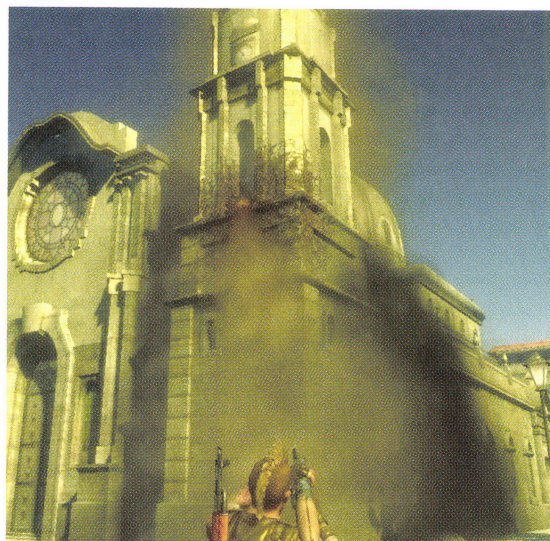
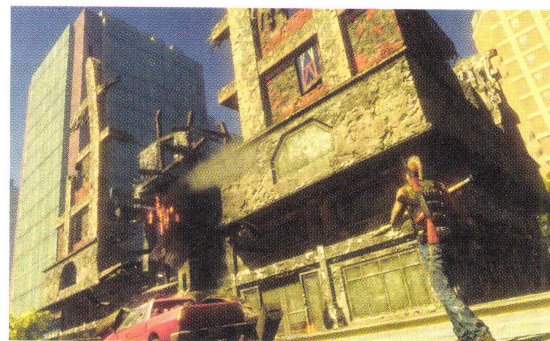


Mercenaries 2: World in Flames

Publisher: EA
In Stores: Possible in 2007

PSP XBOX360 PS2 PC

Dirty deeds aren't always done dirt-cheap. Pandemic Studios' sequel to its 2005 shooter is set in an open world where you can choose your missions as you see fit, based on difficulty, proximity or even profitability. As mercenary Mattias Nilsson, you have quite the arsenal—and a guerrilla squad at your disposal—as you make your way through the midst of an oil-related uprising in Venezuela. Built with the *Unreal 3* engine, the game's every setting is completely destructible and interactive. New game-play elements include the ability to swim (i.e. you won't drown every time you step in a river), dive, set fires and grapple as well as new characters and weapons. Players will also be able to contract their own mercenaries, or use the drop in/drop out co-op play to help complete missions.



Monster Hunter Freedom 2



Editor's PICK

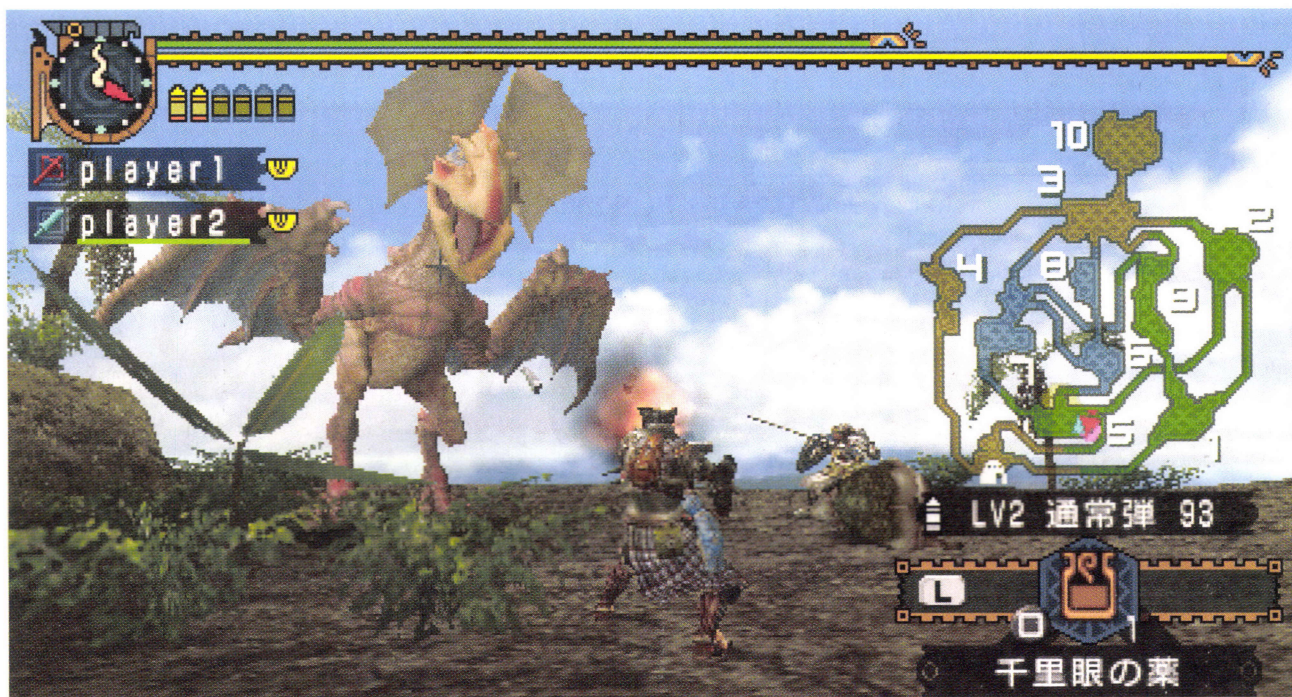
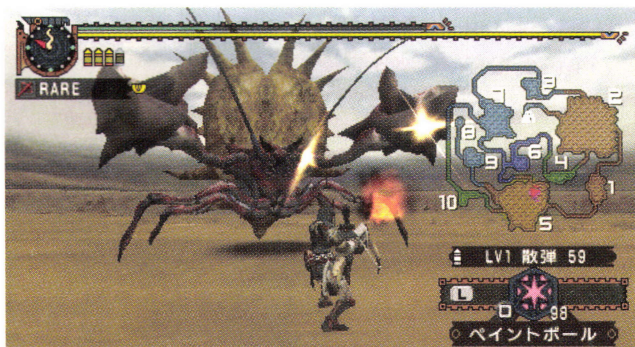
One million Japanese fans can't be wrong!

—Chris B.

Publisher: Capcom
In Stores: September



The *Monster Hunter Freedom* series is performing remarkably well in Japan (where it's known as *Monster Hunter Portable*), and the release of the latest title (*Monster Hunter Portable 2nd*) has revitalized the once-languishing PSP sales across the Pacific. The main draw of the series is the ability to group with four people in wireless play to hunt down creatures together. It's quite similar to an MMORPG, except you can take the hunt on the road. Hundreds of quests and additional downloadable content are the highlights of an incredibly large world in which you'll meet fascinating new creatures—and kill them before they kill you.



Tales of the World: Radiant Mythology

Publisher: Namco Bandai
In Stores: 3rd Quarter 2007

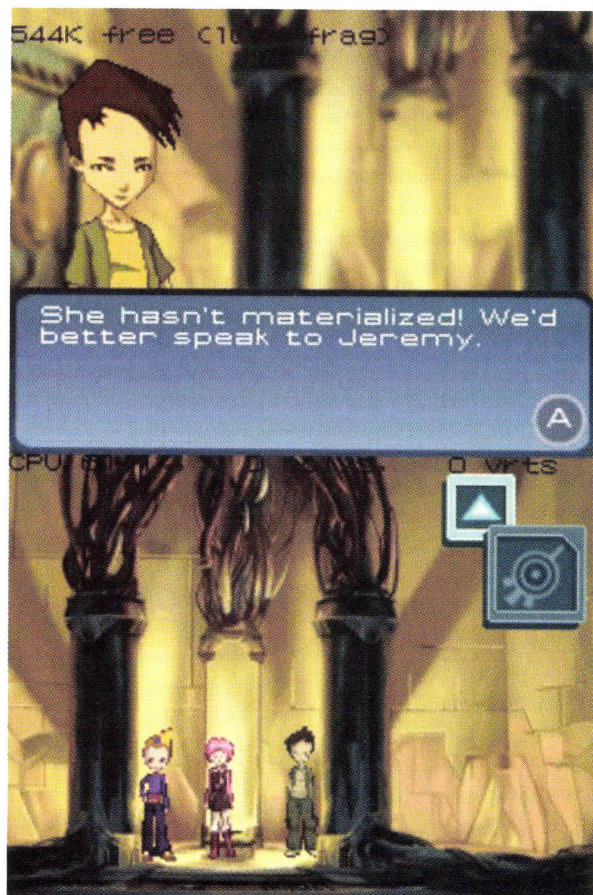
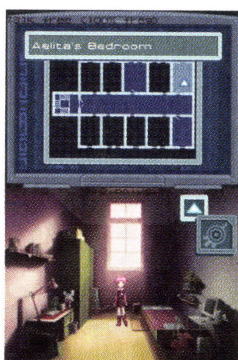
Tales is a long-running and well-respected RPG series that never quite achieved the same level of fame as a marquee title. *Tales of the World: Radiant Mythology* is the first installment on the PSP, and it will feature some familiar faces (including Stahn Aileron from *Tales of Destiny* and Lloyd Irving from *Tales of Symphonia*) along with brand-new characters and a new storyline. *Radiant Mythology* will also have a robust customization system that lets you choose your hero's (or heroine's) voice, hairstyle and class. There are also hundreds of items you can create and trade wirelessly.



Code Lyoko

Publisher: The American Game Factory
Available Now

The *Code Lyoko* animated series features a group of schoolkids who can transport themselves inside a supercomputer, *Tron* style, and battle the forces of Xana, an evil entity. You only control one character at a time, but you frequently get to switch between characters to take advantage of their unique abilities. Just as the show alternates between traditional cel animation (for the human world) and CGI sequences (depicting the virtual world), the DS game uses sprite-based 2-D graphics for the former and a polygonal 3-D engine for the latter. Montreal-based developer DC Studios (*Chicken Little: Ace in Action*, *Hannah Montana*) even managed to incorporate a good amount of full-motion video from the original series.





Upcoming Games

Release Dates Subject to Change

JUNE

After Burner: Black Falcon (Sega) PSP
 Age of Conan: Hyborian Adventures (Eidos) PC
 Big Brain Academy (Nintendo) Wii
 BioShock (2K Games) 360
 Blue Dragon (Microsoft) 360
 Brooktown High (Konami) PSP
 Cosmic Family (Ubisoft) Wii
 Death Jr. and the Science Fair of Doom (Konami) DS
 Elder Scrolls Travels: Oblivion (Bethesda) PSP
 Enemy Territory: Quake Wars (id/Activision) PC
 Heatseeker (Codemasters) Wii
 Legend of the Dragon (American Game Factory) Wii
 Medal of Honor: Airborne (EA) PC
 Naruto Ninja Council 3 (Tomy) DS
 NBA Street (EA) 360 • PS3
 Planet Puzzle League (Nintendo) DS
 Pokémon Battle Revolution (Nintendo) Wii
 QuickSpot (Namco Bandai) DS
 Rune Factory: A Fantasy Harvest Moon (Konami) DS
 Silent Hunter (Ubisoft) Q2
 Steel Horizon (Konami) DS • PSP
 Time Ace (Konami) DS
 Tamagotchi: Party On! (Namco Bandai) Wii
 Too Human (Microsoft) 360
 Touchmaster DS (Midway) DS
 Warhawk (Sony) PS3
 World in Conflict (Vivendi) PC
 Zendoku (Eidos) DS

3RD QUARTER 2007

.hack//G.U. vol. 2//Reminisce (Namco Bandai) PS2
 Alien Syndrome (Sega) Wii • PSP
 Bladestorm: The Hundred Years' War (Koei) 360
 CRUSH (Sega) PSP
 Frontlines: Fuel of War (THQ) 360 • PS3
 Heroes of Mana (Square Enix) DS
 Hour of Victory (Midway) 360
 Half-Life 2: Episode 2 (Valve) PC
 John Woo Presents: Stranglehold (Midway) 360 • PS3
 Madden NFL 08 (EA) 360 • Wii • PS3 • PS2 • DS • PSP • PC
 Monster Hunter Freedom 2 (Capcom) PSP
 Overlord (Codemasters) 360
 Rogue Warrior (Bethesda) 360 • PS3
 Shrek the Third (Activision) Wii • DS • GBA
 The Sims Pet Stories (EA) PC
 Spore (EA) PC
 Stuntman Ignition (THQ) 360 • PS3 • PS2
 Tales of the World: Radiant Mythology (Namco Bandai) PSP
 Too Human: Part 1 (Microsoft) 360
 Transformers: Autobots (Activision) DS
 Transformers: Decepticons (Activision) DS
 Transformers: The Game (Activision) 360 • Wii • PS3 • PS2 • DS • PSP • PC
 Turok (Buena Vista) 360 • PS3
 Wild ARMs 5 (XSEED) PS2

4TH QUARTER 2007

Code Lyoko (Game Factory) Wii

Dark Sector (D3) 360 • PS3
 Fury (Gamecock) PC
 Go Pets (Konami) DS
 Grand Theft Auto IV (Rockstar) 360 • PS3
 Hellgate London (Namco) PC
 Insecticide (Gamecock) PC
 Mario & Sonic at the Olympic Games (Sega) Wii • DS
 MySims (EA) Wii • DS
 Portal (EA) 360 • PS3 • PC
 Rock Band (EA) 360 • PS3
 Team Fortress 2 (EA) 360 • PS3 • PC
 Universe at War: Earth Assault (Sega) PC
 Warhammer Online: Age of Reckoning (EA) PC

POSSIBLE IN 2007

Alan Wake (Remedy) 360
 Alone in the Dark (Atari) 360 • PS3
 Assassin's Creed (Ubisoft) 360 • PS3
 Battalion Wars 2 (Nintendo) Wii
 Burnout 5 (EA) 360 • PS3
 Clive Barker's Jericho (Codemasters) 360 • PS3
 Crisis Core: Final Fantasy VII (Square Enix) PSP
 Crysis (EA) PC
 Crossfire (Eidos) 360
 Devil May Cry 4 (Capcom) PS3
 Disaster: Day of Crisis (Nintendo) Wii
 Eyedentity (Sony) PS3
 Fall of Liberty (Codemasters) 360 • PS3
 Far Cry 2 (Ubisoft) PC
 Fifth Phantom Saga (Sega) PS3
 Final Fantasy XIII (Square Enix) PS3
 Formula One Championship Edition (Sony) PS3
 Gran Turismo HD (Sony) PS3
 GTR (THQ) 360
 Halo 3 (Microsoft) 360
 Halo Wars (Microsoft) 360
 H.A.M.M.E.R. (Nintendo) Wii
 Kane and Lynch: Dead Man (Eidos) 360
 Lost Odyssey (Microsoft) 360
 Mario Strikers Charged (Nintendo) Wii
 Marvel Universe Online (Microsoft) 360
 Mercenaries 2: World in Flames (EA) PS3
 Metal Gear Solid 4: Guns of the Patriots (Konami) PS3
 Metroid Prime III: Corruption (Nintendo) Wii
 Mobile Suit Gundam (Namco Bandai) PS3
 Ni-Oh (Koei) PS3
 Pet Alien (American Game Factory) DS
 Project Gotham Racing 4 (Microsoft) 360
 Resident Evil 5 (Capcom) 360
 Sega Rally: Revo (Sega) 360 • PS3
 The Sims Castaway Stories (EA) PC
 Skate (EA) 360 • PS3
 Super Mario Galaxy (Nintendo) Wii
 Super Smash Bros. Brawl (Nintendo) Wii
 Tekken 6 (Namco Bandai) PS3
 Tom Clancy's Splinter Cell: Double Agent (Ubisoft) 360
 Wargrounds: Supreme Commander (THQ) PC



READER MAIL

If you don't have e-mail access, Earl will still carry your snail mail with a smile and deliver it to: **TIPS & TRICKS, 8484 Wilshire Blvd. #900, Beverly Hills, CA 90211**



Write to us at Mail@TipsTricks.com

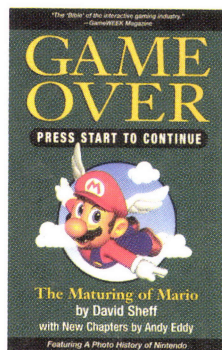
REALLY NEEDS THE "A"

I am in a high school speech class and I am doing a rather long speech on Mario from the Nintendo franchise. (I know, unusual topic.) Surprisingly, my school library doesn't have any info on Mario or the Nintendo franchise. I asked my librarian, and she had no idea what I was talking about! Anyway, I was wondering if you could maybe send me some information on Mario, Luigi or anything Mario related. I would greatly appreciate it. I really need the "A"! Thank you for reading this.

—Tyler Marks
Kansas City, MO

As far as we're concerned, one of the best sources of information on Nintendo's history is a book called *Game Over: How Nintendo Conquered the World* by David Sheff. It talks about how Mario was created for the original Donkey Kong arcade game, why he looks the way he does and where his name came from. It was later reissued (with some additional chapters by our very own Andy Eddy) with the title *Game Over: Press Start to Continue*. Both versions are currently out of print, but you should be able to find them in libraries or used book stores.

If you're looking for information about the storylines of Mario's adventures or the games that he has appeared in over the years, we recommend a Web site called *The Mushroom Kingdom* (at www.mushroomkingdom.net); it's not an official Nintendo site, but it has a ton of great information that you will definitely find useful for your speech. Good luck!



MARIO FOOTBALL?

I am very concerned about one question: When is Nintendo ever going to make a Mario football game? I mean, they've made Mario racing, golf, tennis, baseball and soccer. I just wanted to know because I love to play sports modified by Nintendo, so please respond. And if they won't make one, please explain why. Thank you!

—Steven Martinez
Upland, CA

That's an EXCELLENT question. In addition to the pro sports you mentioned,

Nintendo has also dabbled in basketball (Mario Hoops 3 on 3 for the DS) and even hockey (Donkey Kong Hockey, a vintage Game & Watch title). So why no football? It's probably because American football is not very popular in Japan, where most of Nintendo's first-party games are developed. But we have to admit, we'd loooooove to see a Mario football game...especially since it would give Nintendo an excuse to bring back one of our favorite characters, Chargin' Chuck!



TEMPORARILY OUT OF SERVICE

What happened to your Mega Man monthly column, *Mega Mania*? It has not appeared for several months now. Is it gone for good? Please say it ain't so, I'm a huge fan.

—Derik Beaudin
Las Vegas, NV

Mega Mania may come back to the pages of *TIPS & TRICKS* when some new Mega Man games start to appear, but for now it's "on hiatus." But don't worry; if one of our monthly columns does not appear in a particular issue, it doesn't necessarily mean that it's gone forever. For example, we had to bump *Final Fantasy World and Games on Film* this month for space and scheduling reasons, but they'll both be back next month.

ARS GRATIA ARTICUNO

My name is Elizabeth Johnson, an avid reader of your magazine. The framed piece enclosed is the result of about five years of hard work by hand. I began this project in late 1998, working and reworking the designs off and on in my spare time. Using pictures I found of Pokémon, I cross-stitched these designs, sometimes more than one version of the same character. But I was unable to stitch all of the characters I made onto this piece due to lack of space. It was finally framed last year.

In January of 2000, my dad was diagnosed with cancer. We lost him in November of that same year. Working on

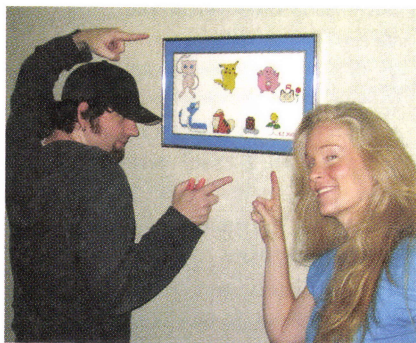
this piece was one of the few things that kept me going during this difficult time. Both he and my mom were proud of my work and encouraged me to complete it. He would be proud to know that I had finally finished this work.

I am sending this work to you because it was always my hope, since I first started working on this piece, to send it to my favorite video game magazine. It would mean the most to me to know that it was hanging up in your office and being appreciated by everyone on your staff. I understand that you cannot send personal responses to letters, but I hope you can send me an answer through your magazine.

Thank you for taking the time to read my letter and see my work. And thank you for producing such a great magazine.

—Elizabeth Johnson
Garner, NC

Your wish is granted! Thanks for the art; we do appreciate it.



TOKEN OF THE MONTH



This token comes from Dennis' Place for Games on Belmont Avenue in Chicago, Illinois. It was sent in by Chris Orszu, also of Chicago. Thanks, Chris!

Arcade players and operators: Send us a token from your favorite arcade! Put the token in a secure envelope and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Gaming Gear

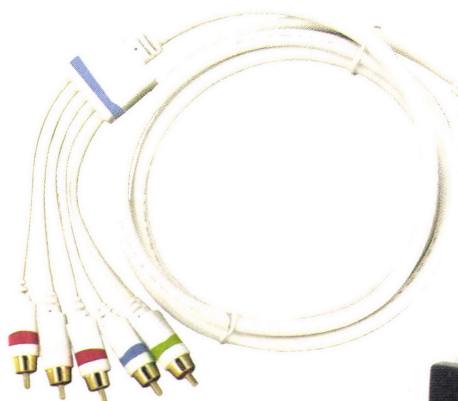
hardware
peripherals
accessories



▲ For \$49.99, SplitFish's EdgeFX allows you to play first-person shooter games on your PS2 as you would on a PC; it's essentially a hybrid PS2 and built-in optical mouse controller. The left piece features an analog stick and D-pad, along with your L1, L2, L3 and SELECT buttons, while the remaining buttons appear on the mouse. A Focus button on the left grip lets you decrease the speed of the mouse on the fly to allow for more accurate movements, while a sensitivity dial instantly adjusts the overall mouse sensitivity. Both pieces attach to a mouse pad and holder, which is included, and both can be detached for use away from the pad.



▲ The MotionFX adapter by SplitFish GameWare (MSRP: \$19.99) adds full-motion control to your PS2 Dual Shock controller. Simply attach the device to your PS2 controller via clips on the back, calibrate it and you're good to go. Compatible with all PS2 games, the Motion FX adapter allows you to tilt, twist and move like you've never been able to before, all with a flick of the controller.



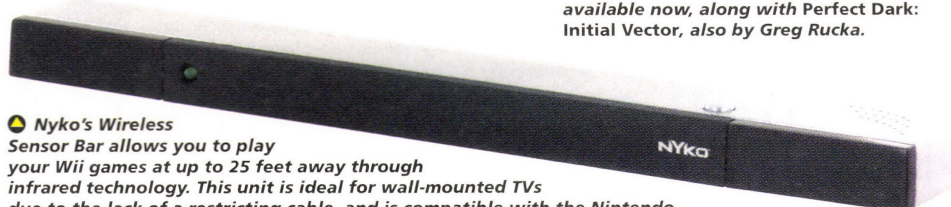
▲ Nyko's HD-Link (MSRP: \$19.99) is an HD cable for your Nintendo Wii. The HD-Link features high-end Y, Bp and Pr video connectors with stereo audio cables and supports resolutions up to 480p. The eight-foot HD-Link is longer than the first-party Nintendo cable, and the shielding provides an interference-free signal in both normal and widescreen picture modes.



▲ The Charge Station by Nyko (MSRP \$29.99) is a base station that is capable of simultaneously charging two Wii Remotes. Simply plug the six-foot power cable into the wall and place your Wii Remotes into the charger; the LED indicators will tell you when the Remotes are fully charged. The Charge Station comes with two extra NiMH rechargeable battery packs and two rubberized battery covers for your Remotes, to keep them from slipping out of your hands.



▲ Written by Greg Rucka and published by Tom Doherty Associates, LLC, Perfect Dark: Second Front (MSRP: \$12.95) continues the story of Joanna Dark and her fight against the dataDyne Corporation. After being suspected of several murders, she must track down the real murderers to clear her name and the name of the Carrington Institute. The novel is available now, along with Perfect Dark: Initial Vector, also by Greg Rucka.



▲ Nyko's Wireless Sensor Bar allows you to play your Wii games at up to 25 feet away through infrared technology. This unit is ideal for wall-mounted TVs due to the lack of a restricting cable, and is compatible with the Nintendo Wii Sensor Bar Stand. The Sensor Bar (MSRP: \$29.99) includes four "AA" batteries, which last for up to 30 hours of gameplay...and with the built-in battery saving option and audible warning system, you'll have plenty of time to change them.

THE DOWNLOAD DEN

Vol.
1

 by Pat
 Reynolds

Downloadable Content • Classic & Original Games • Demos, Patches, Updates & More!

Welcome to *The Download Den*, a new monthly column that will cover what is quickly becoming a major force in gaming: the various forms of downloadable interactive content available on all three of the current major game consoles. Not long ago, there was really only one way to get games to play on your game system. You'd go to the store (or log onto an online shop) and buy it, then place the game disc (or cartridge) into your console and play. Today, thanks to the dual benefits of internal memory (such as hard drives and flash memory) and high-speed Internet access, gamers have an exciting new way to grab games, updates and other media. Microsoft, Nintendo and Sony all seem to recognize that downloadable games and content are things most gamers want, so their newest consoles have ways to satisfy that desire.

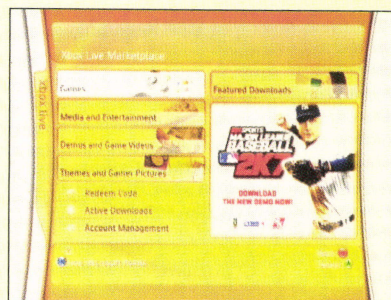
In the coming months, this column will cover the different arcade games, original games, updates to the games you buy in stores and other cool things you can download directly to your system. For this first installment of *The Download Den*, however, we're going to focus on the three game systems and see what each of them offers you in terms of downloadable content. If you're someone who hasn't made the leap to an Xbox 360, Wii or PlayStation 3 yet, you're going to want to know what each platform has to offer you beyond the physical games that you can go out and purchase. Consider this a buyer's guide to the downloadable content side of the new systems. Let's get right to it!



MICROSOFT XBOX 360

The Hardware: The 360 features an external 20-gigabyte hard drive. Although the default formatting of this drive uses up a good chunk of space, you'll still have a lot of room for downloads. Most Live Arcade games weigh in at between 20 and 40 megabytes, so you can cram a lot into this storage space. To get your 360 online and ready to start downloading, the system has a built-in Ethernet port. (If you want to go wireless, you'll need to pick up an adapter at extra cost.)

The Service: Microsoft charges for premium use of its online service, a modest fifty bucks per year. But the company is alone in this respect—Sony and Nintendo don't charge a dime to play games online. So what do you get for that extra cash? Well, the Xbox Live service is embedded into all of your games, letting you send and receive messages and game invites from pals no matter what you're doing at the time, be it playing a game, watching a movie or downloading that hot new arcade title that just went live. As of this writing, Xbox Live is also the only service



Xbox Live Marketplace offers games, demos, movies, music and more

that features background downloading, so instead of staring at a "download in progress" screen for an hour while that bulky new demo loads itself onto your hard drive, you can be doing something else with the system. If you're really not into paying for online service, you can opt for the free Silver membership and still get access to all the great downloadable content...although you might not get some of it as early as the paying members will. Downloads that cost money are bought using Marketplace Points, which can be added to your account by using a credit card or buying point cards at your local game store.

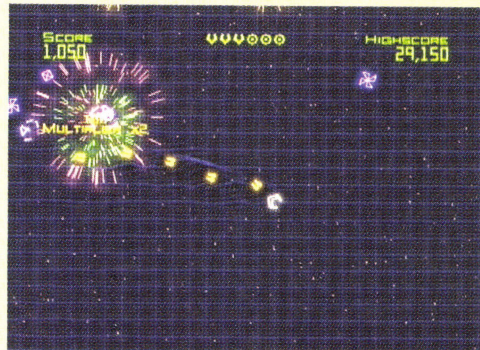


Joust is just one of the many arcade classics you'll find available on the Xbox Live Arcade

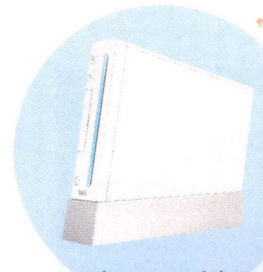
The Content: Since the 360 has been in service for well over a year now, the quantity of downloadable goods available via the Xbox Marketplace is staggering. In addition to hundreds of content updates, add-ons and demos for existing games, the Live Arcade features dozens of downloadable games—original properties like *Cloning Clyde*, *Geometry Wars Evolved* and *Small Arms* as well as arcade classics such as *Ms. Pac-Man*, *Frogger* and *Dig Dug*. One huge benefit to the Live Arcade titles is the ability to download a free trial version of each game before committing to a purchase.

The Defining Game: Even a year and a half after it debuted on the Live Arcade servers, *Geometry Wars Evolved* is still the definitive downloadable game for the system. In the months following the 360's launch, when many new games were both slow to appear and lackluster in quality, hundreds of gamers booted up their systems to play this retro-cool shooter, striving to earn the tough Achievements and comparing their high scores against everyone else on the leaderboards.

The Future: Microsoft has a strong stable of support for the Marketplace, and the recent release of the XNA Game Studio Express development tools gives amateur developers a shot at getting their creation added to the ever-expanding selection of downloadable titles. Developers are also committed to keeping their games viable months after release by offering new content, either for free or for a generally modest cost. Many recent games have had downloadable content ready to go at launch: *Crackdown* owners could log in and grab four new playable characters for no extra cost, while the recent *Dance Dance Revolution Universe* had a nice selection of new songs available on the cheap when the game dropped.

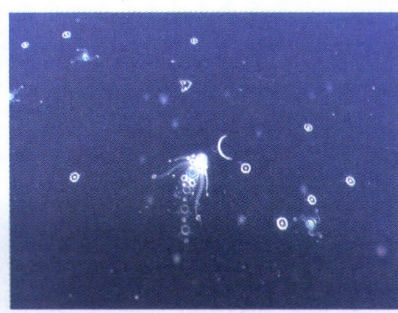


Geometry Wars Evolved: More than a year after release, this frantic action game is still one of the best offerings on Xbox Live Marketplace



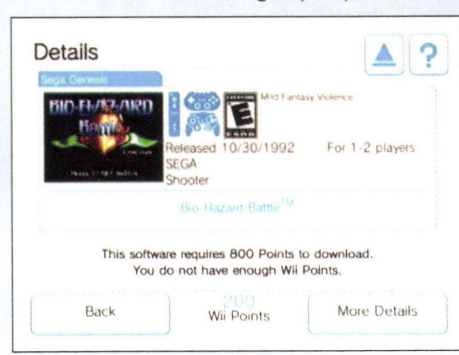
nintendo wii

The Hardware: The Wii has a couple of trouble spots with regard to downloadable content, but Nintendo is also in a very strong position to deliver some amazing things through its Virtual Console service. Similar to the 360, the Wii offers only one method of getting online out of the box—it features built-in wireless connectivity. Those still using Ethernet will need to pick up a separate LAN adapter. The other potential trouble spot for the console is the amount of built-in memory for saving your downloads—unlike the large hard drives of the other systems, the Wii contains just 512 megabytes of flash memory. There is an SD card slot available, which lets you store games, but in order to play your games they need to be on the internal flash memory. Fortunately, while 512 megabytes sounds like a tiny amount of space, the content available for download requires much less space than the games you'll find on the 360 or PS3.



The Virtual Console interface is clean and easy to use, allowing you to sort games in several ways

The Service: User-friendly is the word that pops to mind when navigating the Wii's online interface. There's no sign-up required, and extremely minimal settings fiddling to get the machine connected and ready to download. Since Nintendo isn't interested in offering the type of gamer-driven community that Microsoft and Sony have created, you never need to sign up for anything—simply point your Wii remote to the Shop Channel window and you're whisked to the download site, where purchases can be made by using the Wii Points cards available at game stores or via major credit cards.



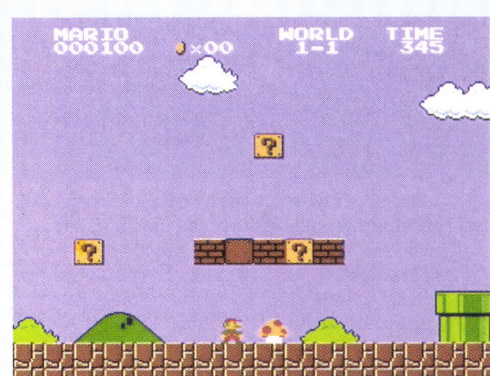
The Content: Nintendo's downloadable content is straightforward and simple. You'll find a variety of classic games for the Nintendo Entertainment System (NES), the Super Nintendo Entertainment System (SNES), the Sega Genesis, the NEC TurboGrafx-16 (TG-16) and the Nintendo 64. Currently, there are no demos, content updates or any of the additional downloadable media found on the other consoles. One Wii Point is equal to a penny, with games costing between 400 (\$4.00) and 1,000 (\$10.00) points. Nintendo's aggressive campaign of adding new games every Monday to the service—usually three or four at a time—ensures that gamers never go long without something new to play.

Nintendo is adding new games to the Virtual Console on a weekly basis

offers the least in the way of variety from its downloadable service—you'll find no game demos, movie trailers, content updates or newly designed original games here. Still, who would deny that Nintendo owns some of the most enduring and iconic game franchises ever created? Mario, Zelda, Donkey Kong, Metroid, Kirby...you'll find many of the greatest games ever released on home video game systems on Virtual Console. The icing on the cake are the non-Nintendo consoles, the Genesis and TG-16. Many gamers have never experienced games for these powerhouses of the 16-bit era, and there are plenty of classics for both out there to be played. But to choose a single game that defines what the Virtual Console is about? Well, that's easy—it has to be *Super Mario Bros.* for the NES. Nintendo brought home gaming back from the brink in the years after the post-Atari decline, and no other game is more often cited as both saving and rebooting the hobby we all enjoy so much. For a mere 400 points (four bucks), every Wii owner will want this classic available to play on their next generation system.

The Defining Game:

Of the three systems, the Wii



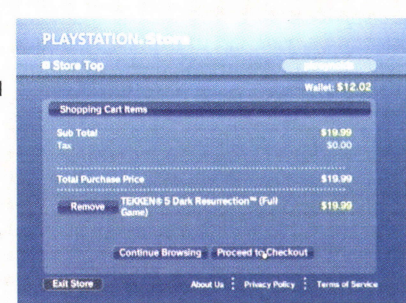
Super Mario Bros.: The game that saved gaming

The Future: With five game consoles worth of games, Nintendo has a pool of thousands of titles to choose from when adding to the Virtual Console. Gamers too young to have experienced the 8-bit and 16-bit generations of consoles are in for a real treat—there are hundreds of amazing games out there for these systems. The first chapters in now-classic series that are still being added to can be found on games for these systems—*Mario*, *Zelda*, *Sonic*, *Mega Man*, *Altered Beast*, *Ghosts 'n Goblins*, and dozens more. Virtual Console turns the Wii into more than a single gaming system—it's seven systems in one (including the ability to play GameCube games). What's more, Nintendo has announced that games for two other systems—the Neo-Geo and the MSX computer—will be available for Virtual Console download in Japan during 2007, so there's a good chance that North American Wii owners will eventually get to play games for more than the aforementioned seven consoles.



SONY PLAYSTATION 3

The Hardware: Of the three systems, only the PS3 offers both wired and wireless connectivity out of the box. So whether you're jacking into the net wire-free or the old-fashioned way, Sony's got you covered. Hey, that hard-earned 600 bucks should get you some bonuses, right? The big black box also has an internal 60 gigabyte hard drive, enough storage space to store lots of downloadable content.



At the PlayStation Store you'll make your purchases in dollar amounts instead of points

The Service: Signing up for online service through Sony is free and fairly hassle-free, although the sign-up interface could be a bit more user-friendly. Once online, you'll gain access to the downloadable content via the PlayStation Store. As of this writing, all purchases are made through credit cards, although an option is in place for PlayStation Cards, which should be available at local stores in the near future. Unlike Microsoft and Nintendo, Sony's content is priced in dollars and cents rather than using a point system.

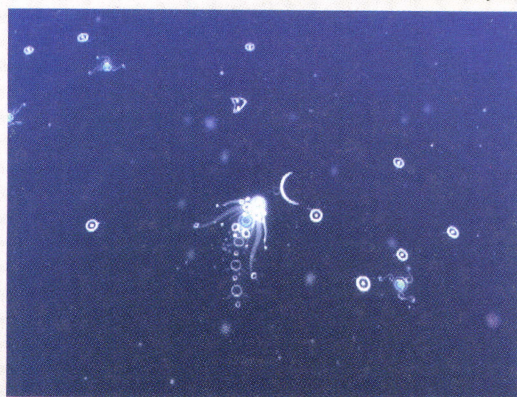
SONY PLAYSTATION 3

The Content: Since the PlayStation Store is not even a year old, the available content is pretty sparse at present. Sony seems committed to both original games (*fIOW*, *Cash Guns Chaos*) and classic arcade titles like *Q*Bert*. Sony also offers a selection of games for the original PlayStation as downloads for play on the PSP system. There's also one updated PSP title, *Tekken Dark Resurrection*, now available for download at the budget price of \$19.99 for play on the PS3.



Although the amount of content is limited right now, Sony has plans to keep new material flowing into the PlayStation Store at a steady rate

The Defining Game: Although the pickings are pretty slim as of now, it's not difficult to pick out a game that defines Sony's downloadable



fIOW: An eight-dollar game that makes better use of the motion-sensing SIXAXIS than any \$60 game

content. *fIOW* is both an original title and a game that makes excellent use of the SIXAXIS controller's motion-sensitive functions. Its simple blend of classic "eat the little guys while avoiding the big guys" gameplay and the intuitive tilt controls makes this a worthwhile purchase.

The Future: Sony has a huge stable of games from both the PlayStation and the PSP that can be added to the online store. Hopefully, it will make PlayStation titles available for play on the console itself rather than forcing them onto the PSP—imagine fan favorites like *Final Fantasy VII* or the original *Resident Evil* as downloadable budget games! The idea of transferring downloads to the PSP is good, but hopefully we'll see it as optional instead of mandatory on future PS titles. Sony has also unveiled the PlayStation Home, which will let you create a virtual avatar that exists in an online space and allow you to interact with other PS3 owners in interesting ways beyond the standard instant messaging and voice chat methods currently available to PS3 owners.

THE BOTTOM LINE

So whose downloadable service is the best? There's no right answer to that question—it comes down to you, and what type of content you're most interested in getting. Right now, Microsoft has the biggest library of offerings, due mainly to being on the market for an extra year, but also to its aggressive diversification of content. In addition to games and updates for store-bought titles, you can download TV shows, movies, demos, music videos, movie and game trailers via the Marketplace. Sony seems intent on following a similar path; its site lacks content for the time being, but the plans are in place to give gamers lots of original and classic games in addition to trailers, content updates and game demos. Nintendo isn't seeking to compete with Microsoft or Sony—it knows that it has a very strong stable of games for classic systems that will keep its fans happy for a very long time.

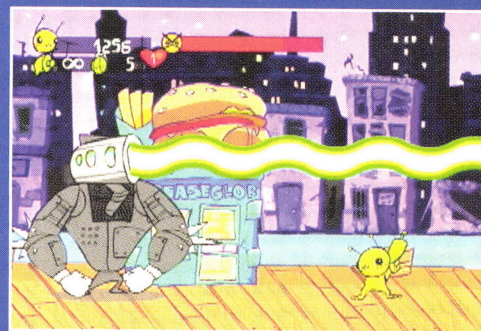
This is truly a great time to be a gamer. No matter which console you buy, you're guaranteed to have access to not only the games you'll find on the store shelves, but also a huge and ever-expanding selection of downloadable content to keep you occupied during those often-lengthy periods between hot new releases.

RECENT DOWNLOADS

Here's a look at some of the games and content that have been added to each download service in recent months.

XBOX 360: XBOX LIVE ARCADE

Alien Hominid HD (800 Points)



Alien Hominid: Aliens + Guns = Chaos

Originally released as a Flash game on PCs and later ported to consoles, this 2-D action shooter has now landed on Xbox Live Arcade with updated visuals and HD support.

Worms (800 Points)



Worms: They may look cute, but these worms are trying to viciously murder each other

Another title pulled from the PC, *Worms* is one of the best multiplayer games ever made. Command your team of worm commandos in turn-based combat against one or more enemy teams, using weapons both standard (bazookas, grenades and shotguns) and hilariously bizarre (exploding sheep, banana bombs and dragon punches).

XBOX 360: GAME CONTENT

DDR Universe

10 New Songs (100 Points each or 800 points for all 10) Music-based games could get costly for fans, since new songs are a quick and easy addition for the developers. The latest version of *Dance Dance Revolution* had these ten new tracks waiting for players to download when the game was released.

Crackdown

Four-Play Pack (FREE)

Want more characters to choose from when cleaning up the streets in *Crackdown*? Grab this content pack and check out four new super-powered protagonists.

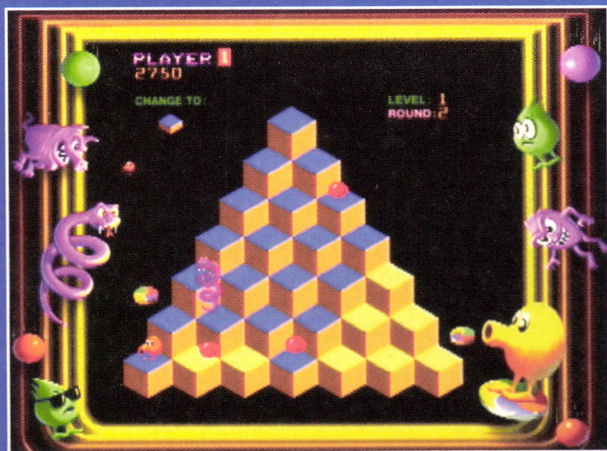
Lost Planet

Multiplayer Maps #1 (400 Points)

Capcom has promised to deliver several new multiplayer maps for its arctic action shooter, and this pack gets you the first two ("Radar Field" and "Island 902"). Keep your online *Lost Planet* action fresh!



PLAYSTATION 3: GAMES

Q*Bert (\$4.99)

Q*Bert: Change the color of each cube while avoiding Coily, Ugg and other insane enemies

The classic arcade game starring the long-nosed ball of orange fur known as Q*Bert has bounced into the PlayStation Store. Interestingly, there hasn't ever been an arcade-perfect port of this game on any home console before now. There have been many Q*Bert games for various systems, but this faithful emulation of the original arcade game will warm the hearts of oldie gamers like myself.

fIOW (\$7.99)

Less of a game and more a testament to the fact that, yes, the SIXAXIS motion-sensing controller might actually be pretty cool, *fIOW* is almost the polar opposite of the 360's *Geometry Wars* in terms of gameplay. Slow-paced and easy, this experiment in unique control design is oddly compelling and well worth the eight bucks it costs to download.



fIOW: Tilt the SIXAXIS to steer your ever-evolving underwater life form as it plays its part in the food chain

Tekken 5: Dark Resurrection (\$19.99)

Tekken 5 Dark Resurrection: Huge roster of characters? Check. Crazy impact explosions for punches and kicks? Check. Guy with a tiger head, giant polar bear and boxing kangaroo? Yep, it's Tekken alright

Improvement over the PS2 original, and Tekken fans waiting for the first PS3 iteration of the series will want to grab this game in the meantime.

A graphically enhanced port of the PSP title, which was itself a port from the PS2's Tekken 5, this newest addition to the fighting game franchise is a worthy bargain—considering that the PSP game still sells for \$40! While the updated graphics can't touch *Virtua Fighter 5*, they are a nice improvement over the PS2 original, and Tekken fans waiting for the first PS3 iteration of the series will want to grab this game in the meantime.

PLAYSTATION 3: GAME CONTENT

Genji: Days of the Blade

Costume Pack (FREE)

This download lets you choose alternate armor for each of the four playable characters.

WII: VIRTUAL CONSOLE GAMES

Tecmo Bowl—

NES (500 Points)

With solid graphics and controls, *Tecmo Bowl* paved the way for the more complex pigskin games released today. It's widely considered to be the best early example of a sports game on a home console that accurately depicts the nuances of the game. Of course, before this game came along we were maneuvering Xs and Os across the gridiron using a trackball.



Tecmo Bowl: Still one of the greatest sports games ever created

Sonic Spinball—Genesis (800 Points)

Sonic Spinball: Sonic plays the part of a pinball in a giant stages filled with classic "animals trapped in robots" enemies and other obstacles

In a departure from the traditional side-scrolling Sonic adventure game, *Spinball* puts the blue hedgehog inside a giant pinball machine. Although not considered to be one of Sonic's better outings, some people still prefer it over the recent Sonic game for the PS3 and Xbox 360.

Super Ghouls 'n Ghosts—Super NES (800 Points)

The *Goblins* series is still going strong, with a recent original title released for Sony's PSP handheld. It's known for unforgiving difficulty that challenged even the most veteran gamers. Lush graphics and great controls are the highlights of the SNES entry to this long-running series.



Super Ghouls 'n Ghosts: Yes, it's as tough as you remember it being

THE TWISTING NETHER

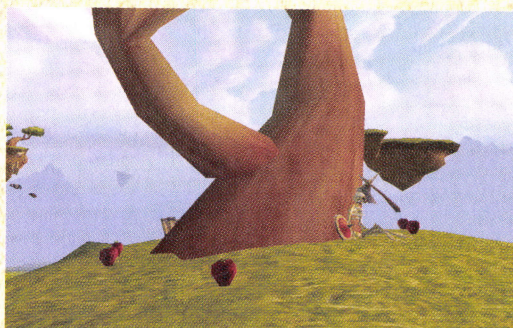
Reporting Live From the World of Warcraft

Vol. 3

by Geoff Arnold

did you know about...?

Blizzard programmers are infamous for having a great sense of humor, and there are well-known inside jokes that exist in *World of Warcraft*. From time to time you will notice characters, locations, scripted dialogue and events that are clearly tributes to or plays on popular movies, fictional characters and even real-life locations. The programmers also like to hide things far away from prying eyes, or set up scripted events in the most unlikely places. We spent a little time exploring Azeroth and Outland, and although some of these locations may be known to veteran explorers, we've included a short list of some of the more strange or little-known things we've run across. (Note: We are using map coordinates here to denote certain locations. If you do not have some type of modification that enables map coordinates, check your favorite *World of Warcraft* modification Web site.)



The Box of Apples

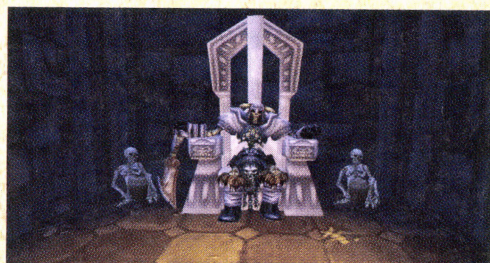
Location: 58, 26 in Nagrand

Since Outland was torn apart, and much of the land has been broken up, there are literally dozens of floating islands in some continents. The vast majority of these islands are plain, with maybe a tree here or a bush there, but nothing really interesting on them. High above Skysong Lake in Nagrand sits a small, sad island (which can only be accessed by flying mount) with a lonely skeleton and a box of spilled apples. We're not sure who this poor soul was, or what he did to deserve an axe to the face, but we were amazed at the pristine quality of the apples after all this time. Apparently a lesser-known fact about the Outland inhabitants is that they were masters of concocting some type of mega-preservative. (Note: This island also doubles as an excellent place for picnicking and cannonballing into the lake below.)

Trogma's Claim

Location: 69, 76 in Blade's Edge

Southwest of Mok'Nathal Village in Blade's Edge is an area called Vekhaar Stand. This area is filled with Arakkoa, and even though it doesn't seem unusual (there are various quests leading to this area), there is a bizarre event that happens here every few minutes in a small area called Trogma's Claim. Enter the cave in the southwest corner of Vekhaar Stand and follow it through to reach an isolated plateau overlooking a cliff. There are Ogres here who are being controlled by the Arakkoa, and every so often, one of them will break the mind control. The Arakkoa are not fans of insolence, so they mind-control the poor Ogre again...and after a short dialogue, they cause the poor Ogre to commit suicide by jumping off the nearby cliff. Now we're not sure if this is some sort of cruel joke by Blizzard programmers, or if it was just some Ogre-hater's idea to include this, but we can say that we rather enjoy the Ogre's Whirlwind animation as he plummets to his doom. Ballerina, anyone?



The Shrine of the Fallen Warrior

Location: 47, 29 in The Barrens

Although many players are familiar with The Shrine, I've included it here for those who have not had a chance to see it yet. Located in The Barrens, the Shrine of the Fallen Warrior is directly west of Crossroads and north of Wailing Caverns. Take the road that leads west near the Crossroads and you will come to a small hill to your left. Continue heading west around the hill and head to 45, 31 on your map. Move up the hill south and slightly east, traveling up the hill. Once at the pinnacle, head east over to the far edge of the mountain, then travel back north down the hill to reach The Shrine. There is a spirit here named "Koiter," and the initials on the Orc's grave are marked as "MK." The Shrine is a monument to Michel Koiter, a Blizzard artist who passed away in March 2004.



The Badlands Crypt

Location: 56, 41 in Badlands

In between Hammertoe's Digsite and Dustwind Gulch in the Badlands lies a strange underground crypt. Locate the large hill in between said locations and approach the hill from the southwest side. Work your way up the hill to reach the crypt entrance (if you are Horde, avoid the PvP-enabled Alliance NPCs nearby). Down inside the crypt you will find a campfire and the skeleton of a warrior, sitting on a throne and wielding a wicked-looking blade. Rumor has it that this crypt was set up to resemble a famous scene from a movie involving California's current governor, although it could just be a strange coincidence.



The Mysterious Tombstone

Location: 41, 82 in Netherstorm

From Area 52 in Netherstorm, summon your flying mount and head directly southeast and off the edge of the land. Look for a small island with a group of large purple crystals jutting out of the earth; there is a tombstone here. If you look closely, you will see some letters that light up intermittently on the tombstone that spell out "NUVA." We're not entirely sure what those letters represent, whether it be a person or some location or event, but we'll keep digging.

The Grounded Pirate Ship

Location: 55, 98 in Netherstorm

To locate this ship, you'll have to fly directly south and slightly west from Kirin'Var Village in Netherstorm. This decrepit pirate ship might be all that remains of a once-mighty Outland navy, and has probably seen better days. The ship has suffered some severe hull damage, and it looks like one of the crew may have decided to go down with the ship, as is evident by the skeleton on the deck. Inside you will find little more than a few supply crates and a couple of rusted-out cannons. The discovery of this ship begs the question, "Where did this ship come from?" There are no visible major bodies of water in Outland, and this ship seems too large to be some type of tourist-boat ride on any of the larger lakes. Maybe Netherstorm was once home to a giant carnival, and the ship was one of those "dragon boat" rides that swings back and forth...which would make the skeleton the ride operator.



The Dun Morogh Airstrip

Location: 71, 23 in Dun Morogh

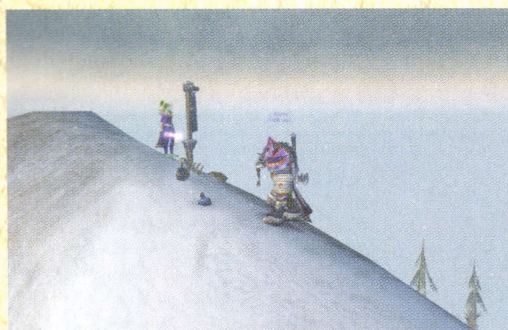
In order to reach the airstrip, you'll need some jumping skills and a bit of patience. Head over to Loch Modan near the North Gate Pass, and you'll spot a tree at 19, 15. Slightly northwest of the tree near the cliff face is a small ravine; jump up into this ravine and with a bit of luck, you'll be able to scale the small hill. Once on the hill above, work your way up through the mountains and head east, continuing your ascent. Once you hit the snow-covered mountains splitting Loch Modan and Dun Morogh, start heading north (you should be around 12, 11 in Loch Modan at this point), then head east once you reach the edge of land. Continue traveling east through the snow-covered mountains and into Dun Morogh, and eventually you'll want to head slightly south to reach the airstrip. A note to the Hordies: this area is patrolled heavily by AI-

liance NPCs, so watch your step when inspecting your surroundings. There are several neat things to see here, including aircraft with "shark" faces painted on them, a snow-covered runway and a few towers filled with munitions and weaponry.

"Mt. Everest"

Location: 56, 28 in Dun Morogh

High atop the mountains above Ironforge lies a curious location. To reach "Mt. Everest" you'll need to get to the Dun Morogh Airstrip first. Once there, walk through the small camp and south across the frozen lake. Head east, high up into the mountains and start working your way toward Ironforge. If you check your map and look for the "IRONFORGE" tag, you will want to be in the general location of the last "E" in "Ironforge." Just above a small tower jutting out of the ground, you will see the highest peak in the area. Head east past the peak, then take the small mountain on the west side leading up to the pinnacle. There is a tiny frozen skeleton here, along with the remains of what looks like a camp. It seems Mr. Skeleton had claimed the peak for whatever expeditionary force he was with, but only the bravest of souls will ever get to see this claim.



The Abandoned Dwarf Farm

Location: 90, 71 in Arathi Highlands

Dwarves usually make their homes in mountains. However, there are a couple of Dwarves that seem to have strayed from the beaten path and have gone into the farming business. In Arathi Highlands, head south toward Thandol Span and jump off into the water. Swim east, following the coast, then go north to reach a small mass of land and a farm area. There are a couple of Dwarfen farmers here tending to their crops, as well as a small home and stone gazebo. Nobody knows why these Dwarves are here; maybe they got tired of living underground and decided they wanted to feel the sun on their faces, or maybe they just developed some weird sort of fetish for carrots.



Challe's Home for Little Tykes

Location: 51, 14 in Nagrand

Nestled in the mountain range separating Nagrand and Zangarmarsh, and only accessible via flying mount, Challe's Home for Little Tykes is a nursery for little Taurens, Trolls, Orcs and Night Elves. To reach Challe's Home, locate Laughing Skull Ruins and fly northeast up into the mountains. Check your Nagrand map and fly to the location of the "G" at the end of "LAUGHING" on your map, then fly down through the trees below. Although at first glance Challe's Home seems like a nice place to bring your little ones, upon further inspection there are some things that are quite amiss. If you take a look at the sandbox, there is a cart full of rockets and barrels of gunpowder. Near the carousel is a boiling cauldron, and inside is a giant, scary stuffed grizzly bear. We're not quite sure who Challe is, but I think she needs a quick visit from Child Protective Services. I wouldn't think that boiling cauldrons, explosives and scary bear statues would constitute a healthy environment for raising little Azerothians.

The Drowned Reef / Faldir's Cove

Location: 29, 83 in Arathi Highlands

Although not really a "hidden" area, Faldir's Cove and The Drowned Reef are often overlooked due to their obscure location. To get there, head to Arathi Highlands and make your way toward the Circle of Inner Binding. Head directly south and slightly west from the Circle and look for a ravine east of Stromgarde Keep. Follow the ravine back and through a small cave, which leads to a short path down to the ocean. Swim east here along the coast to reach The Drowned Reef and Faldir's Cove (alternatively, you can jump down from the Thandol Span and swim directly west). There is a docked pirate ship here and a small camp, along with the wreckage of two other ships and the ruins of an underground sunken temple. There are a few level 40-ish quests here that you can pick up, which ultimately lead to Booty Bay and then back again.



The Shatterspear Troll Village

Location: 67, 22 in Darkshore

Commonly referred to as the "Dancing Troll Village," this small town in the mountains is home to a tribe of Shatterspear Trolls, whose only aim is to dance and be merry. It is quite difficult to reach the village, and you'll need some good jumping skills in order to make the journey. Start by making your way to Winterspring, toward the Timbermaw cave that leads to Felwood. Look for a large tree at 27, 36, and with a few well-timed and well-placed jumps, work your way up the small crevice next to the tree and up the mountain. From here you will have to wing it a bit; head east to reach the top of the mountain range, and carefully start working your way north and slightly east toward Moonglade. Once in Moonglade, continue heading north and east through the mountains

and over to the cliffs in between Moonglade and Darkshore. (Note: Watch your steps very carefully while traversing the mountains, as there are lots of sinkholes that you might fall into and you won't be able to get out.) Around 17, 88 in Moonglade you will come to a series of steep cliffs; the village is directly east, down at the bottom of the ravine. You can either use an item that slows your descent down the mountains, or you can slowly and carefully work your way down the southwest side of the mountain, zig-zagging to plateaus below you. Be careful, for if you die, it's a long way back to your corpse!



Know-It-All
Thrall

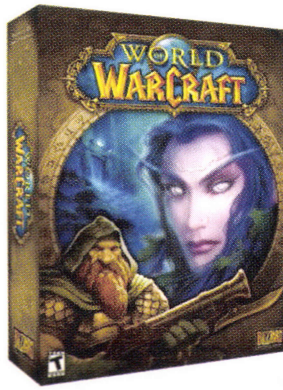
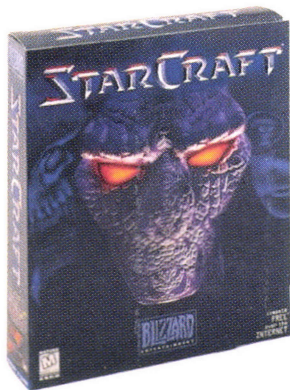
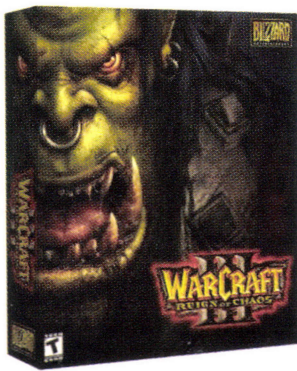
Thrall is the big, bad Horde Warchief. He takes guff from no one and would own you faster than a ninja-looter owns your epics. Thrall's been around for a while and has a great deal of knowledge, so if you've ever wanted to consult the Warchief, here's your chance.

Q. Thrall, there has been a lot of drama in my guild lately. There are certain people that just don't get along and tend to argue quite a bit, sometimes even openly in guild chat. Sometimes I get tired of hearing it and I just want to log off. It even happens sometimes when we are grouped up and in a party. How do I approach them to let them know that it's bothering me?

A. Well, if your guild has officers, they should be handling those situations and quelling the arguments. If not, you have other options such as politely asking in guild chat for them to continue their discussion privately or even turning your guild chat channel off. As for me, I just put those jerks on ignore for a little while and see how they like that.

Q. Thrall, I think I might have a crush on this little female Dwarf that's in my guild. We get along well and complete quests together and just have fun and joke around. How do I tell her that I think she is the cat's meow?

A. Watch your back, kid...she's probably a dude. If she's not and you have irrefutable proof, you should probably shave her a little bit closer before you kiss her goodnight; female Dwarves tend to have some thick beards.



BLIZZARD 2007 WORLDWIDE INVITATIONAL

If you plan to be anywhere near Seoul, South Korea around May 19th, you might want to stop by and check out Blizzard's third Worldwide Invitational. The Invitational, open to gamers of all ages, is being held at the Olympic Gymnastics and Fencing Stadium and features a multitude of events including tournaments, activities and attractions.

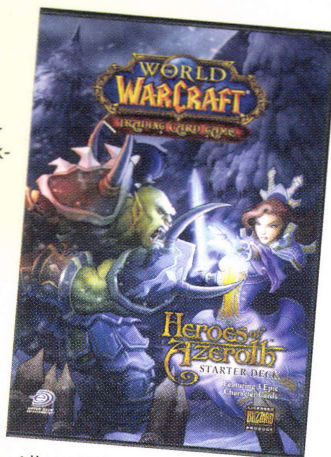
If you are a fan of *Warcraft III*, the *Warcraft III* Battle.net Season 5 regional finals are being held at this time, as well as other invitational *StarCraft* and *Warcraft III* tournaments. The first season of the *World of Warcraft* Arena Tournament will also take place here, so if you think you have the skills to participate in any of these tournaments, you might want to look into stepping up.

There will also be several other unique activities taking place over the two-day span. Blizzard developers will be on hand to answer questions, and there will be unique panel discussions on various topics. A variety of themed activities and several hands-on attractions will also add to the mix and keep you busy during your downtime.

THE DARKMOON FAIRE HAS COME!

Fans of both *World of Warcraft* and the *World of Warcraft Trading Card Game* might want to be on the lookout for the Darkmoon Faire, a real-life carnival-type event in support of WoW TCG. It started in April, and the Darkmoon Faire will stop at 12 different locations worldwide and feature a slew of fun events and tournaments. Tournaments will be held in multiple deck formats such as sealed, constructed and drafted, and will cater to beginning, intermediate and advanced level players.

One of the major draws to the WoW TCG portion of the Faire is the Dream Machine Championship Tournament, where players battle it out for top honors on the tour. A grand prize winner will receive a custom Alienware Dual-Core PC, with additional prizes awarded for those finishing in second through eighth place...and the top eight finishers will also receive reserved slots at the 2007 Nationals along with VIP passes to the Gen Con Indy gaming convention in August.



Q. Hi, Thrall; long-time fan, first-time writer. I just got to Outland and Hellfire Peninsula, and I'm having a difficult time completing quests and gathering herbs because of the vast number of players here. Is it bad for me to just skip Hellfire at first and head straight to Zangarmarsh?

A. Well, it's not necessarily a bad thing...but it might not be a good thing, either. There are several chain quests in Hellfire Peninsula that lead to other quests in other areas, and some of these quests lead to items that you'll want to pick up as upgrades. You'll miss out on some reputation in the beginning by not completing quests, and possibly some reputation rewards as well.

Q. Hey, Thrall, I play on a PvP server and I am tired of getting ganked. So much, in fact, that I am thinking of transferring to a PvE realm. Should I stay or should I go?

A. Buddy, I gank people all the time. From those annoying guards in Old Hillsbrad to people that come and try to roll up into my office in Orgrimmar, I smash faces on a daily basis!™ Sometimes it takes 40 people to gank me, but I've learned to accept that it will happen from time to time on a PvP server. Toughen up and learn to take a beating, or be faced with the humiliation of "carebear" status.



(pwned)



(pwner)



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SOUND TEST

Video-Game Music News and Notes

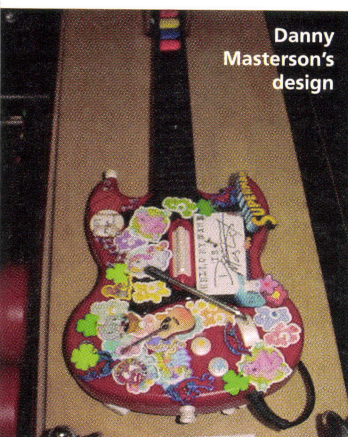
by Tom Farrell

Vol. 4

ROCK, PAINT, BID



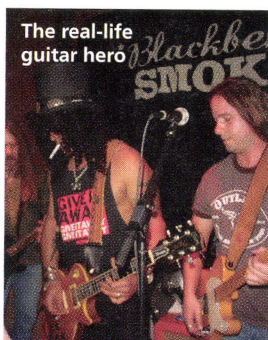
My Chemical Romance's personalized controller



Danny Masterson's design

My Chemical Romance, Metalocalypse, Tenacious D (Jack Black and Kyle Gass) and X-athletes Kelly Slater and Tony Hawk are among a list of music and sports celebrities teaming up with *Guitar Hero II* to benefit MusiCares. Dubbed "Rock, Paint, Bid," the event auctioned off *GHII* game controllers personalized and designed by a host of musicians and athletes. MusiCares provides a safety net of critical assistance for music people in times of need. The organization also focuses the resources and attention of the music industry on human service issues that directly impact the health and welfare of the music community.

The personalized controllers were put on display during the South by Southwest festival in Austin this past March. The musical event, which has become one of the hottest tickets on the music scene, featured real-life guitar hero **Slash** jamming in support of MusiCares. An online auction, hosted by Activision and Red Bull, was held in early April.



The real-life guitar hero



Lonestar Rollergirls' sleek mod

"We are proud to be working with such an amazing list of artists and sports figures in support of this important foundation," said Tim Riley, Worldwide Executive of Music at Activision. "We hope our event is extremely successful and will make a real difference in the lives of people who need it the most."

NEWS

- The **Vans Warped Tour** enters its 13th year of annual summer music events. The line-up has hosted a slew of bands whose music appears in video games. The 2007 tour starts off in San Diego on June 28th and winds things up on August 25th in the City of Angels.

- Rockstar Games, the video game company that makes money by freaking out your parents, has teamed up with hip-hop producing great **Timbaland** to present *Beaterator* for the PSP. "Having Timbaland involved in the game is a real honor and only adds to our excitement about the title," said Sam Houser, founder and executive producer of Rockstar Games.



PHOTO BY ALBERT WATSON

Timbaland: Master Beaterator

"I've always been a huge fan of Rockstar and love playing their games," said Timbaland. "I'm thrilled to be partnering with them and making music for *Beaterator*. I cannot wait to get this in the hands of our fans!" *Beaterator* for the PSP is a powerful music mixer with plentiful beatmaking features as well as a collection of original music-oriented games.



- Capitol recording act **Lily Allen** lent her pipes to a special "Simlish" version of her song "Smiles" for *The Sims 2: Seasons*. "Recording 'Smile' was a great experience for me," said Allen. "But getting to sing it again—IN SIMLISH—came very naturally and it was hilarious to practice! The silly language and whimsy of *The Sims* games are a perfect fit for the song. I was laughing the entire time!"

The impressive soundtrack also includes the **Veronicas** and the **String Cheese Incident** reinterpreting their tunes in Simlish, the native language of Will Wright's wildly popular *Sims* franchise from Electronic Arts. "Being well-versed in improvisation, we felt up for the challenge of re-recording our song, 'Close Your Eyes' in Simlish. The *Sims*' language may be a bit unfamiliar, but musically it actually translates fairly smoothly; its cadence is quite musical," noted **Kyle Hollingsworth** of The String Cheese Incident. *The Sims 2 Seasons* is a PC expansion pack that builds on the original *The Sims 2* PC game experience and requires *The Sims 2*, *The Sims 2 Special DVD Edition* or *The Sims 2 Holiday Edition* to play.



PHOTO BY CHRIS FLOYD



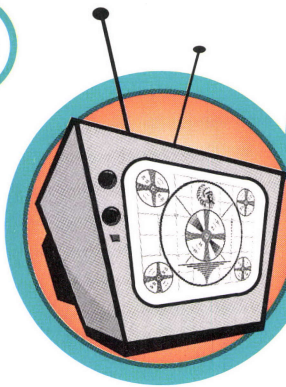
Hollywood Can Go To Hell!

"Black Lagoon is ready to weigh in as a serious contender for supplanting Cowboy Bebop's audience."
— Scott Green, *Ain't It Cool News*

BLACK LAGOON



by James McDonough
and Adam Patyk



Animation Station

Vol.
12

VIDEO game anime and cartoons

HERE'S LOOKING AT YOU, MARIO

Complete *Super Mario Bros. 3* Animated Series on DVD



It's official: *Super Mario Bros. 3* is a video game classic akin to movie legends like *Casablanca* and *Citizen Kane*, and now you can enjoy the animated adventures inspired by this digital masterpiece on DVD!

Well, kinda-sorta.

Archivists have only begun the process of classifying certain video games as historical artifacts (much like the National Film Registry does for movies like *Casablanca*), but *Super Mario Bros. 3* did make the cut for the initial list that was submitted to the Library of Congress for approval. Of course, video game-addicts don't need the government to tell them that Mario and Luigi are icons worthy of preservation, which is why this June's three-disc release of *The Adventures of Super Mario Bros. 3: The Complete Series* from Shout! Factory is for them.

Third in the line of *Mario Bros.* DVD sets, *Adventures* was originally released in 1990 as the follow-up series to the successful *Super Mario Bros. Super Show* cartoon. The storyline shifted to reflect the *SMB3* game, now revolving around Mario and Luigi's struggles with the (oddly misnamed) Koopa Kids after sending the dreaded main villain King Koopa on a well-deserved trip to the Banishment Zone.

The *Adventures* set features all 26 episodes of the show on two discs, with a third disc of bonus features that include original concept artwork, an interactive story bible and more to give you a backstage peek into the origins of the series! Mama mia!

hardly the end

Final *Inuyasha* on DVD

June marks the end of *Inuyasha* with the final episodes of the series being collected in the upcoming *Volume 55: The Bond Between Inuyasha and Kagome* on DVD. Let's be honest, though...with a hit anime series, movies, best-selling manga and a slew of video games for everything from cell phones to the DS and PS2, it doesn't really seem like this pointy-eared demon samurai is going anywhere anytime soon!

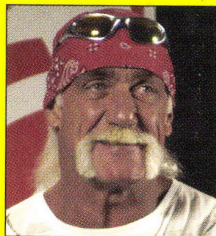
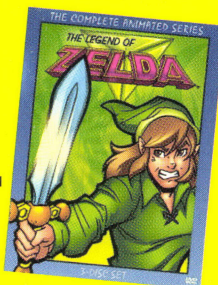


SIX DEGREES OF SUPER MARIO

Even as cartoons, Mario and Luigi have touched the lives of so many...including a few famous stars and fictional characters that you may not expect. Check out the quick list below to see who a few of them are and how they can be traced back to your favorite plumbers!

LINK

Starting with an easy one...obviously, Link and Mario rub elbows as Nintendo luminaries, but did you also know that Link once crossed-over from his own 'toon to appear on the *Super Mario Bros. Super Show*? Well, now you do.

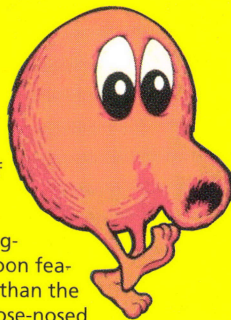


HULK HOGAN

Getting a little trickier! Originally, Mario was played in live-action (and voiced in the *Super Show* cartoon) by Captain Lou Albano. The good Captain had quite a history of his own, and his career as a wrestling manager brought him in contact with this superstar!

Q*Bert

Long before his own show, Mario appeared as a regular character in the *Donkey Kong* segments of *Saturday Supercade*. One of the other recurring segments of the cartoon featured none other than the weird-but-cute, hose-nosed Q*Bert, another early video game star!



ARCHIE

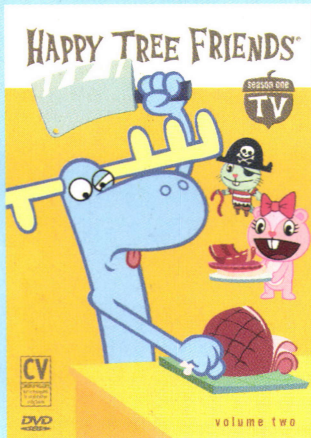
How could Mario possibly be connected with the clean-cut lad from Riverdale? Well, an episode of his show once appeared as a special feature on a *Sonic Underground*

DVD. The world of *Sonic Underground* exists as an alternate universe in the Sonic comics published by Archie Comics, which also publishes the adventures of Archie himself. (Duh!)



HAPPY-HAPPY, GORE-GORE

Happy Tree Friends splatter out new DVD



With rumors of a *Happy Tree Friends* next-gen game swirling (not to mention their *Spin Fun* mobile game and numerous disturbingly cute-yet-disgusting online games), now's the time to get up to speed on this not-quite-for-kids cartoon series—before all your friends call you a poser.

If watching cuddly critters get dismem-

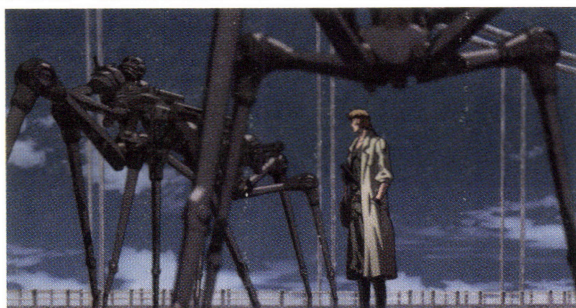
bered is your thing (sicko!), you can get started with BCI's recent *Happy Tree Friends Volume Two*, featuring the half-hour episodes of the series that aired on G4TV. Not only will Cuddles, Giggles and Lumpy star in the nine gore-drenched stories, you'll also get to check out storyboards, commentary, behind-the-scenes peeks and a few surprises! Blech!

CROSSOVER... Cool Anime for Gamers

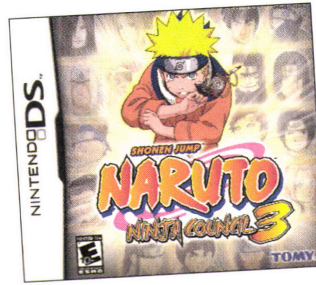
Highlander: Search for Vengeance

Talk about a great premise for a game—a lone warrior wanders a futuristic wasteland in search of an immortal despot, slashing his way through hordes of mutants, robots and even a giant crocodile on a quest of vengeance. Well, it's actually a new anime feature based on the cult-classic *Highlander* film and it's from director Yoshiaki Kawajiri, best known for sword-slashin' action epics

such as *Ninja Scroll* and *Vampire Hunter D: Bloodlust*. So, check it out this June from Manga Entertainment!



MISSION STATEMENT



Making the Grade in Ninja Council 3

With over 60 missions of shuriken-tossing, jutsu-shouting action, *Naruto: Ninja Council 3* can take its toll on even the nimblest neophyte ninja. So, why not avoid becoming another ninja-school dropout with these exclusive tips straight from the game's creators?

MISSION:

Who's Number One?!

Normally, having your very own clones would be considered a good thing. Not so much when they're trying to lay the old dirt nap on ya. To erase these copies, keep delivering single punches to keep 'em nice and woozy...and don't skimp on the projectile weapons and health upgrades located in the nearby crates!

Ninja of Choice: Mighty Guy

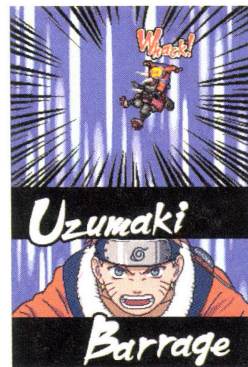


MISSION:

The Toad Sage?!

To toad-ally make this big-mouth croak, first stun him with your quickest combo, then send him back to the swamp with an Uzumaki Barrage. Just be sure to wash your hands afterwards. You don't want to get warts, do you?

Ninja of Choice: Naruto Uzumaki



MISSION:

Defeat Giant Spiders!

These amazing arachnids are not of your friendly neighborhood variety. Instead of walking up to say "hi," sneak up from behind for a silent but deadly squish!

Ninja of Choice: Tsunade

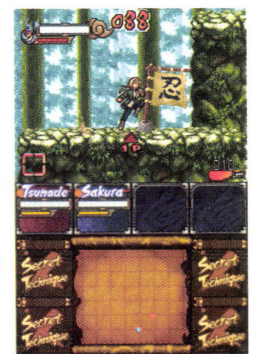


MISSION:

I'm Not a Failure!

Old Neji can be one royal pain in the you-know-where! Just stay focused and use direct special techniques like Rasengan and Hidden Lotus to take him down in no time flat.

Ninja of Choice: Rock Lee



MISSION: Foot Race

Keep your eye on the flags and don't sweat the enemies during this mission—as a matter of fact, ignore them entirely. Push the pedal to the metal (or in this case, your thumb to the "dash" button) and go!

Ninja of Choice: Tsunade

ACTION PACKED

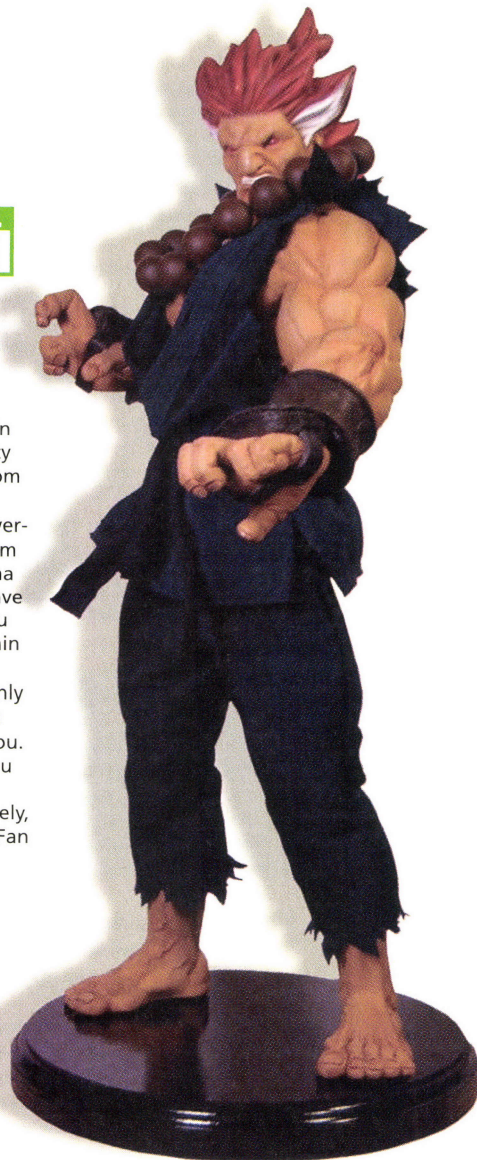
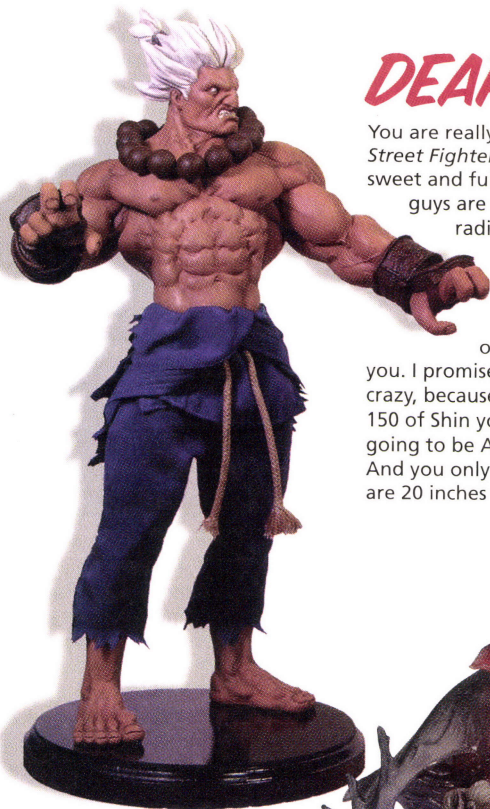
Video-Game Action Figures & Toys by Mark Johnson

Vol. 11

DEAR AKUMA....

You are really scary, but I like you anyway. You're so angry in *Street Fighter II* games! But it's cool, because you look pretty sweet and full of muscles. I'm really happy that those Capcom guys are letting Pop Culture Shock Collectibles make a radical figure out of you. I can't wait to get both versions! I'll get your regular Akuma version from my local collectible shop, but the Shin Akuma version of you is the one I really want. I'll have to contact Sideshow Collectibles, because you only think they are strong enough to sell the Shin you. I promise to move really fast like you do when you go crazy, because there are only going to be 600 of you, and only 150 of Shin you. I hope the government declares that July is going to be Akuma month, because that's when I can get you. And you only cost \$250, which is totally worth it because you are 20 inches tall.

Sincerely,
Your Biggest Fan



Knights of the Round

Dear Square Enix....

You are so awesome that all your games are the best! I like your *Final Fantasy* series! My favorite part is when I get to summon giant monsters to kill things for me. I'm kind of lazy, and those monsters are just standing around not doing anything, so they might as well destroy those stupid Cactuar guys for me. Who wants to fight cute plants, anyway? Well, it's awesome that you made Series Two of the Master Creatures, 'cause those monsters are my favorite, like I said before. Knights of the Round is the best summon ever because it's long, which means I can get some grape soda from my fridge, so I'll get that one first. I'm also going to get Yojimbo, Matheus the Corrupt, Diabolos and Odin so I can have them all. They have so many details, and they are only \$22.99 apiece! I can't wait until August. I love you, Square Enix Products! Affectionately,
Anonymous

P.S. It was real nice that you let Kotobukiya distribute these for you!



Odin



Diabolos

Matheus the Corrupt



DEAR SAMUS....

I'm kind of crushing on you a little bit. Is that OK? Because of my crush, I'm going to buy the statue that First 4 Figures is making of you. I hope you don't mind...but you probably won't, because First 4 makes its statues look just like you do in the *Metroid* games. The Zero Suit is a good look for you, since you look pretty in blue colors. I'll probably have to check all over the galaxy to get you, because they are only making 2,500 of you.

Maybe I'll just preorder you from First 4 Figures! I think that would be a good idea.

Buying you for \$109.99 is the only way to fill the bounty hunter-shaped hole in my heart, so I'll hold my breath until this fall when you'll be sitting on my shelf.

Love,
Lonely Space Pirate

Dear Lara....

I just wanted to tell you that your last game didn't suck. It was really good! I know you can't play it, unless the developers programmed the game into itself (which would be kind of amazing in a *Matrix*-y way), so I thought I would let you know. I'm happy the game was good, because it made you popular again, and NECA is making some excellent figures of you! This is the 12" talking Lara Croft that any good gamer should probably pick up when it comes out at the end of June. Do you get free versions of your own figures? I'm going to pay \$25 which is really, really worth it 'cause you come with two pistols, a shotgun, a sword and a grenade launcher. Did I mention that you talk? Actual in-game dialogue! So Lara, when you get your own figure of yourself, you can press a button and hear yourself say things that you've already said. I feel drunk just thinking about that. Thanks for getting popular again. This figure is going to be fantastic!

Sincerely,
Me

Dear Shiek....

I'm obsessed with harps. You have a really nice harp, so I wanted to let you know how happy I was that First 4 Figures is immortalizing you and your harp as a statue. Most people like tanks and ninjas or ponies, but I think harps are actually the best. They are so soothing! A real harp costs like \$10,000, but you are only \$109.99, so I think I will buy your figure instead of a real harp. Someday I will be rich, though, and I will buy a harp too. Then we can play together. Won't that be wonderful? I'm going to pre-order your statue so I can look at your harp later this year. I think that will be sometime in the third quarter of this year, right? It's a statue of you, so I thought you should know when it comes out. I'm really glad that First 4 Figures decided to show you playing your harp and also decided to have all the other details that make you look so great in that *Zelda* game. Please write back and tell me about all the other harps you have!

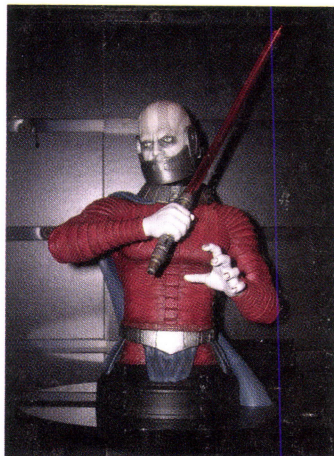
Yours,
Mark J.





TOY FAIR 2007

I have seen the future. It's a wonderland of your favorite video game characters come to vivid life in plastic (or vinyl, or whatever). The Javits Center in New York City played host to the Toy Industry Association's Toy Fair this past February, and yours truly was on hand to cover the event. Like a housewife from the 1950s, I spent long, grueling days trolling the convention center in a backbreaking quest to bring you the lowdown on what to expect to see on your toy shelf in 2007.



get that other pop-culture tentpole, *The Lord of the Rings*—because Gentle Giant sure hasn't. The Glorfindel bust, based on the character design from *Lord of the Rings: Battle for Middle Earth II*, will also see the light of day later this year.

FIRST 4 FIGURES

First 4 Figures will be putting out an *Assassin's Creed* figure to coincide with the release of the Ubisoft game. It will be available in two versions; the limited-edition poly-stone version will be sold at retail, while a basic vinyl version will be included in the Collector's Edition of the game. First 4 will continue to release figures in its top-notch *Legend of Zelda* and *Metroid* lines.

GENTLE GIANT

For me, the show's biggest announcement was the news that Gentle Giant scored the *Halo* license from Bungie! Not only will fans of the FPS series have access to 12-inch collectible figures from the *Halo* universe, but their armored mitts can also glom on to three-inch Kubrick block figures, resin mini-busts and mixed material statues. You can do the happy dance now!

In other Gentle Giant news, the company that is well known for its detailed, high-quality mini-busts has found the Force. During the remainder of 2007 we'll see the release of a Darth Malek bust, based on the character from *Star Wars: Knights of the Old Republic*. And let's not for-



ORGANIC HOBBY

Organic Hobby will be bringing a plethora of Capcom-licensed figures state-side this year. Not only will fans be getting a stunning replica of *Street Fighter*'s fully-ripped Chun-Li as she vogues it up in kung-fu mode, but a near-naked Felicia from *Darkstalkers* (then again, isn't she technically *totally* naked?) and the cute-as-a-button Ingrid from *Capcom Fighting Evolution* will also be immortalized. The toymaker plans to round things out with the PTX-140 Hardballer and the GAB-25M Cakti from *Lost Planet*...because no toy collection is complete without a couple of Vital Suits.



SIDESHOW COLLECTIBLES

Holy old guy—its Solid Snake and that young pup Raiden! Sideshow collectibles is bringing these *Metal Gear Solid 4: Guns of the Patriots* figures Stateside on behalf of

Medicom. MGS fans are smiling in the streets! No word yet on pricing or exact release dates, but you can bet that we'll let you know as soon as we find out. Sideshow was also lucky enough to hook up with Blizzard Entertainment and will be creating what will surely be some meticulously crafted, jaw-dropping premium statues based on the *World of Warcraft* universe! First out of the gates is going to be a Blood Elf rogue rocking the socks off of a Draenei Paladin.



JAZWARES

Jazwares is going to keep up its *Mortal Kombat* line and debut another wave of figures later this year. No word yet on who it will include, but I'm keepin' my fingers crossed for a Shang Tsung or some of the chicks from the series. Where's the female love, guys? The *Viewtiful Joe* line, meanwhile, has sadly faded to a distant memory, but hopefully nothing is forever. Capcom's Blue Bomber, however, is flying strong; fans of that Mega-est of Men can look forward to new Jazwares figures covering multiple *Mega Man* games.





HASBRO

This November, Hasbro will be releasing a line of 3 1/4" *Star Wars* figures based on LucasArts' newest *Star Wars* game, *Force Unleashed*. That's the one that's going to let you chuck anyone and everything around like so much confetti with the stroke from your nasty Force powers. Based on designs from the game, you can look forward to a Jedi, a Sith, a few different Stormtrooper variations, an Imperial Officer, a black-robed Imperial Guard and one hell of a messed-up Vader. Man, somebody took that boy to mar-



ket! If the game rocks half as hard as these figures, then it could be the *Star Wars* game to end them all.

You can also run out to the store right now and pick up these characters from the *Spider-Man 3* video game. Squeezed right into Hasbro's *Spider-Man 3* line of figures, these versions of Scorpion, Doc Ock and Rhino are all based on their appearances in the game (based on the movie based on the comic book).



SOTA TOYS

The artists at SOTA are going to keep up the good work on the *Street Fighter* line. Expect to see an Evil Ryu figure added to usual suspects Ken/Ryu/Akuma. From there, it's anybody's guess. With such a rich license, however, SOTA can hardly go wrong. Also keep your eyes peeled for some new *Darkstalkers* figures as well as more premium quality statues. And peep the new box for those with more of a collector's bent—now you don't have to open your toys for them to be displayed in karate action!

Toy Fair Diary

You've done gone and won yourself a five-day guided tour to Toy Fair 2007! Walk along with me as we see the sights, the sounds and the wonders deep in the bowels of the massive Jacob Javits Convention Center on 10th Avenue and 34th Street!

Saturday, February 10: I arrive in New York City, a place where I have never been. I'm more excited about the toys than the city. Does that make me lame? Hail a cab and dump my bags at the hotel. I've got 30 minutes to get to Toy Building 25 to meet the guys from Kotobukiya. Execute some quick research on Japanese business etiquette and learn that I should accept if they offer me a drink. All this information promptly evacuates my brain as I enter their glorious showroom so of

course I forget to accept a drink on the first offering.



It's like the *Fortress of Solitude*, only full of people and toys.

I do remember to use two hands when exchanging business cards and feel proud of myself. We discuss a super-secret-upcoming-release as I try to disguise the fact that I'm peeing my pants with joy. Head back to hotel with a precariously balanced load of *Final Fantasy* and *Front Mission* figures. Try to go Zzzz before the show starts tomorrow, but I get distracted because *Star Wars* is on some channel on the hotel TV.

Sunday, February 11: Wake up at 8:00 AM and eat the worst waffles ever. I vow to stay away from continental breakfast for the duration. Make my way to the Javits Center (my hotel is only one block away! Yay!), register for my Press Pass (and elite ninja Photo Pass), then make my way to the show floor.



Yes, it's true—those are supersized figures of Cloud and Sephiroth.

made Press Pass that causes me no end of problems the rest of the day. Wander around in a daze for a bit as I take in this miniature sprawling city of toys that has grown inside a building. Get my bearings and head over to the Sideshow Collectibles booth. They have a Stormtrooper! A real one, walking all around and stuff! Talk with the folks at the booth a bit about their upcoming stuff, including some *World of Warcraft* statues. These guys all play Horde, so I decide they are cool. Spend the rest of the day going from booth to booth learning as much I can about what is coming out this year. As I leave the Javits Center I discover that there is an entire second floor to the show. Who knew?

Monday, February 12: Show starts at 9:00 AM, so I get up at 7. I break my vow and grab a few muffins and some orange juice in the hotel lobby. They work out moderately better than the waffles. Go to the press room and replace my bootleg badge with a real one. Stop by the Sideshow booth again and get into a fight with Boba Fett. Despite appearances, he loses.

The printer is broken, so I get a bootleg hand-



This is only one part of one floor!

continued on next page



He tried to steal my lunch money...and when a hot dog costs \$27, that ain't cool.

They look really, really good. Really good. Use my honeyed tongue to get into the Gentle Giant room, sans appointment. They are making something that I'm not allowed to photograph. It features a certain Spartan.

Monday Night: Diamond Select party time big fun throwdown! Hang out at the Diamond Select room with all the cool peeps from Kotobukiya, Gentle Giant, DC Direct and WETA Collectibles as well as tons of people from everywhere. Everyone is sweating. Push through the crowd and grab a beer and some...meat thing. It's tasty. Meet James Szubski from Wizkids and promptly get into a discussion of Marvel Zombie figures. He tells me what's up with the new *Halo ActionClix* game. If you like *Halo*, you can't wait.



This could be the best 15 bucks you'll ever spend

Tuesday, February 13: I hold true to my vow and forgo the continental breakfast today. I stop by the Hasbro building on the way to the Javits Center. Word on the street is that this place is a super-high-security top-level-clearance kind of deal; no one gets in without an appointment. I surprise pelvic-thrust the Spider-Potato egg thing and sneak by in the confusion.

Very nice people lead me through a wonderland of *Star Wars*, *G.I. Joe* and Marvel toys. I start to feel bad for assaulting that Spider-Thing. The *Transformers* room comes with a free security guy patting down. They give me a really cute Spi-Dog...then it's off to the Javits Center! I head down to the NECA booth and talk to Randy Falk about what's coming up for them. It's *Castlevania*! I rejoice! I eyeball the tough-lookin' Kratos figures and a very leggy Lara Croft as I have more hush-hush talk with Randy about non-*Castlevania* related licenses. I wet my pants a little bit again. I stop by the Imagine Entertainment booth and spend some time trying to solve the damn *Tetrax Cube*. This thing is awesome and addictive. They hook me up with a freebie which will later torment me to insanity in my hotel room. I *still* haven't solved it and I'm *still* addicted. Everyone should buy one of these things.

I guess there's more to this whole "toy" thing than statues of *Ninja Gaiden*. I decide to leave a little early so I can walk across Manhattan to my meeting with Bandai. City blocks lined with people playing Craps amaze me. Upon entering the Bandai room, I instantly feel like I'm some kind of president of something. They offer me a beer; I just drink a soda. There's elegant lighting and mirrors and dark wood everywhere. It's also full of toys. I hang out in the relaxed, chill atmosphere with Cliff Jin and talk shop. Bandai wins the swankiest digs award, hands down. I walk away with some cool *Power Rangers* stuff and a determination to start watching *Ben 10*.

Head back to the hotel room and meet up with Matt Doughty, my new independent toy-jockey friend. He takes me out into New York for some hardcore toy shopping. We almost freeze to death, but come back with some solid-gold action figures you can only find in places like New York. Holy crap, there's my bed! Can't...stay...awake....

Wednesday, February 14: Valentine's Day. It's crazy blizzard world out there. I choose to head straight to the airport, because it looks like it might take a while to get there. My cab driver decides that as he can. I spend 12 hours in the airport because the airlines tried to cancel travel forever, but it doesn't matter. I sit back, grab a sandwich and think about how much bigger my toy collection is going to get this year.



The Bandai Room had that whole Trump vibe goin' on, but actually cool.



VIDEO GAME COMICS

and Comic Book Games

by Chris Bieniek

NOW SHIPPING!

Here's a list of video game-related comics and manga that are currently on sale. To locate a comic shop near you, call 1-888-COMICBOOK or visit csls.diamondcomics.com.

Vol. 13



Producer Tips

Charles Murakami isn't just the assistant producer and co-designer of Konami's recently released *Marvel Trading Card Game* for the PSP, Nintendo DS and PC; he's also a

tournament-level player of the real-life Upper Deck trading card game that the video game is based on. We picked his brain for some strategy advice, and here's what he told us:

Build a Deck

"First, pick the team(s) you'll like to play. Usually you'll want to stick to one or two teams. Next, add about 33 characters. Check the character's cost, the top left number of each card. Add four 1-cost character cards, six with cost 2, six with cost 3, six with cost 4, six with cost 5, three with cost 6 and two with cost 7. Also, add a few cards that will help you find the character cards you need. Base of Operations is

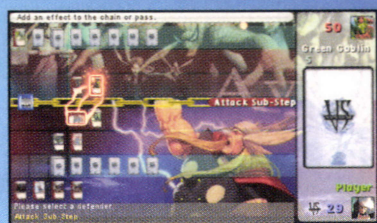


good for most decks, but team-specific cards like Signal Flare will find what you need quickly. Finally, add tricks to confuse your opponent. Flying Kick, Nasty Surprise and Acrobatic Dodge are good cards to start off with. Experiment! Have fun and try different cards. You'll soon find a combo that works for you."



Prepare...

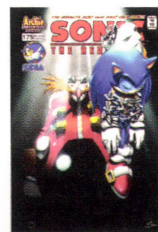
"If your first four cards contain two or more characters and one of them has a cost of 3 or less, keep it! If not, mulligan for a better hand. During your resource phase, choose a location or plot twist to place in your resource row. Remember, you can always choose a character card as a resource if you need to! Each turn, you'll get 'resource points' equal to the number of cards in your resource row to play characters and equipment. Choose the highest cost character you can afford and 'recruit' them. Note that a 4 cost character is usually stronger than two 2-cost characters."



Attack!

"If you have the initiative, put all your characters with range in the back row and all others in the front. Try to find good match-ups where your character's attack and defense is greater than your opponents'. You can also 'team-attack' with smaller characters to take out bigger opponents and use plot twists and abilities to help you gain the advantage."

"If you don't have the initiative, play defensive. Protect your smaller characters by hiding them behind bigger ones. Don't forget to reinforce if the attacker's attack is greater than your defender's defense! Every point of endurance can mean victory or defeat!"



Sonic the Hedgehog #175 (Archie)
Writer: Ian Flynn
Artist: Tracy Yardley

Writers: James McDonough, Adam Patyk
Artists: David Hutchison, Terry Austin

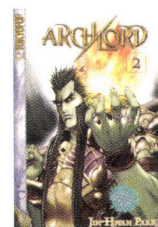


Bloodrayne: Raw II (Digital Webbing)
Writers/Artists: Various

Sakura Taisen Vol. 5 (TOKYOPOP)
Writer: Ohji Hiroi
Artist: Ikku Masa



Sonic X #20 (Archie)



ArchLord Vol. 2 (TOKYOPOP)
Writer/Artist: Jin-Hwan Park

Sonic the Hedgehog Archives Vol. 3 (Archie)
Writers/Artists: Various



Street Fighter Alpha Graphic Novel Vol. 2 (Udon)
Writer/Artist: Masahiko Nakamura

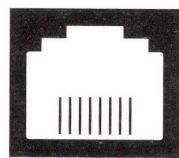
PSP Cheat Codes



At the Deck Editor menu, press R to select a new deck, then press

L to access the Editor Options menu. Now choose "Name Deck" and enter either of the following codes; it doesn't matter if you enter them in caps or not. You'll hear a loud sound effect to confirm each code.

B L V R T R S K—Complete card library (20 of each)
W H O W A N T S P I E—Unlock all puzzles



ONLINE GAMER

Get Connected to the World of Online Console Gaming

by Jeb Haight
Xbox Live
Gamertag:
BigWyrn

Vol.
34

I'VE GOT WORMS!

Imagine my surprise when I discovered that my favorite "underground" franchise was digging its way onto my Xbox 360 via Xbox Live Arcade. That's right: I've got *Worms*, and you can too! Those cute, cuddly, wide-eyed invertebrates are back to wreak havoc and destruction both online and off in glorious 2-D! But just because they don't have a spine doesn't mean that they are...err...spineless when it comes to combat. In fact, *Earthworm Jim* wouldn't last two rounds against these hard-edged helminths.

"Why not?" you may ask. Well, each grub can utilize 22 different weapons and tools to decimate the enemy, and many of them require a close proximity to be effective. On the other hand, some are more advantageous when used from a distance, and others are purely defensive. But they are all aiming at the same result: maximum carnage!

I'm Gonna Crawl

Since *Worms* is a turn-based strategy game with no resource management, proper use of weapons and tools is essential for victory. Every weapon inflicts a maximum point damage value when used correctly, and the injuries it inflicts will lessen with player errors. For example, a direct hit with the homing missile inflicts around 45 damage points, while a near miss inflicts 30 points or fewer.

Some of the better weapons and utilities include the handy-dandy rocket launcher. As the most versatile weapon in *Worms*, it can be used to inflict splash damage on multiple targets and destroy cover from medium and long range. Grenades are also extremely versatile and can bounce off of any surface. Oddly enough, every perfect grenade toss seems to stick to the target's eyeballs, which is not only hilarious to watch, but also makes me think of



what must have been his last words, "Eye got it!" For a more up close and personal "introduction," the shotgun is the only weapon that can be fired twice in one turn. Since it inflicts 25 damage per shot, it is perfect for finishing a worm with low health and then attacking a different one.

No Quarter

Sometimes the best offense is a good defense, and *Worms* provides players with the option to play both. When your worm is stuck behind objects or is too far away from opponents, simply fire the rope line up toward an object and it will stick to it, letting the player swing like Tarzan. Skilled players can drop dynamite or proximity mines on targets, then swing away to safety. Those who prefer a more dramatic approach can use the jet pack to fly to their destination, and the teleport option lets players instantly move to the location of their choice. Since maintaining health is the major focus of the game, players should snatch up health packs as soon as they drop.

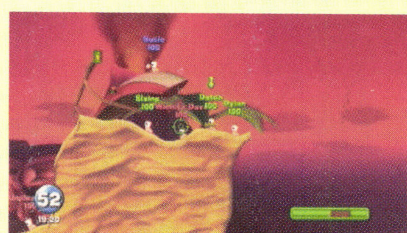
Every battlefield in *Worms* is randomly generated and looks like an ant farm. Horizontal "plateaus" of land protrude across the screen dotted with oversized items that look like they are being viewed through the worms' eyes. In addition, randomly-placed proximity mines ensure that no two battles will ever be the same.

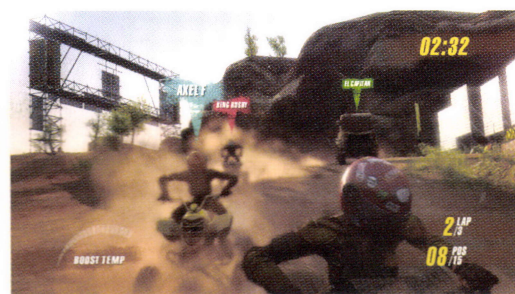
Sometimes these mines should be avoided, but they are best used to create chain reaction explosions that add extra damage to attacks. If you ever see a mine on the ground near an enemy, try to knock him into it with an explosion or shotgun blast to maximize the damage inflicted.

Four Play

Not since the PC and Dreamcast versions of this franchise have people been able to play *Worms* over the Internet, and the Xbox Live version supports up to four players. Both ranked and unranked battles are available, and there are weekly, monthly and overall leaderboards. In addition, players hosting games can choose which randomly-generated landscape will be used as well as each team's starting arsenal. Other options include the selection of time limits for turns and rounds.

Battling three enemies at once can be quite hectic, as you never know whom a player is going to attack. Maybe someone doesn't like a particular player and wants to eliminate him from the game, or maybe two friends joined the same game and want to gang up on their unwitting opponents. One thing is certain: Those that use a headset will be subjected to lots of smack talk. Just don't take anything personally, as it's all fun and games.





MOTORSTORM: A RACE TO REMEMBER

As I approached the starting line in my dune buggy, I could hear the sound of high-octane engines revving all around me. To my right were a couple of motorcycles and an ATV, while two racing trucks and some more dune buggies were on my left. Our racecourse, Rock Hopper, consisted of a straightforward track littered with jumps and bumps that straddled a high-rising plateau. Anyone who veered off course would plunge into the bottomless abyss below. "This is going to be a race to remember," I thought.

When the countdown started, I held down both the gas and brake buttons so that I could get a slight bit of extra boost by releasing the brake when the race began. Every vehicle simultaneously lurched forward at the start, spewing dust and crashing into opponents in hopes of slowing each other down. Two motorcycles were bumping each other in front of me, so I hit the turbo boost and plowed through them both! Ha ha...eat dirt, you wheel-challenged gearheads! Needless to say, a few expletives were shouted in my direction. As the pack approached a narrow bridge that only had enough room for one vehicle, a racing truck came from out of nowhere and rammed me into the guardrail. *Baboom!* Sweet fate, must you always mock me?

Getting a Boost

When my buggy respawned, I hit the Boost button and gas to catch up to my fellow racers. *MotorStorm* has an unusual boost system where instead of filling up a gauge to activate extra speed, the boost gauge is always full and ready to be used. However, there is a temperature meter for the engine, and when it is maxed out, the engine overheats and blows up.

All around me during the race were players bashing into each other, spraying dirt and spewing mud everywhere, trying to win any way they could. Ap-

parently, it doesn't pay to just get dirty; you have to play dirty, too! "Fine," I thought, "it's time to play hogs of the road." Since bashing a buggy into a racing truck is as futile as trying to find low gas prices in California, I decided to avoid the trucks and focus on the weaker vehicles. At every opportunity I plowed through opponents or knocked them over the cliff. By the end of the race, my popularity had dwindled to zero, but I did get second place.

Eight is Enough

This is just one of eight available tracks in *MotorStorm* for the PlayStation 3, and while eight may not seem like many, every single one is excellent! Fortunately, there will be downloadable courses in the future, so players aren't stuck with the same tracks for the game's life cycle. With so many different types of vehicles on the course at the same time, the developers have given players three distinct paths through each track. The paths geared toward motorcycles and ATVs have sharp turns and very little mud, while the ones aimed at mud pluggers (jeeps) and big rigs are relatively straight and covered in mud. Somewhere in the middle are the paths designed for dune buggies and rally cars, while racing trucks have advantages in all terrain. This is not to say that you have to stick to a certain path with a particular vehicle, but you will usually be at a disadvantage taking alternate routes.

When it comes to off-road racing game developers, Rainbow Studios (*ATV Offroad Fury*, *MX Unleashed*) has always been the leader in terms of realistic physics and user-friendly controls. But *MotorStorm* developer Evolution Studios is threatening to steal Rainbow's crown with this game's next-generation physics engine. Every minute bump can be "felt" in the shock absorbers, and each vehicle type reacts to the varied terrain as it should. It's definitely the most realistic off-road racing game I have ever played.

TIPS & TRICKS

- The pitch of each vehicle can be adjusted with the left analog stick. Pitching the "nose" up will make the vehicle jump further, and pitching it downward will make it land sooner (saving time).
- While there are no stats listed for each vehicle, they do have slight differences with regard to top speed, shock absorbers, power and more!
- Don't be surprised if you are kicked from an online game for not using a headset; most hosts require them.
- Save some boost for muddy areas, inclines and unexpected crashes so you can quickly get back in the race.
- If you're close to the finish line when you max out your boost meter and blow yourself up, your forward momentum will carry your metal carcass over the line and it will be counted as a regular finish!



Mobile
Games
and
Cellular
Entertainment

gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

Vol. 33



Duke Says, "COME GET SOME!"

SkyZone is bringing back a hero—or anti-hero, perhaps—who has been AWOL far too long: Duke Nukem. In *Duke Nukem Arena*, the irascible, gruff-voiced game icon is up against wave after wave of Pig-cops in a surprisingly vivid first-person shooter. Each of the small levels provides an opportunity to cut through the enemies that warp into your vicinity, collect goodies (in the form of health packs, weapons and the keycard that will open the exit door) and hightail it out of there.

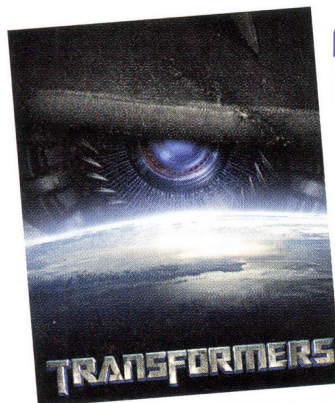
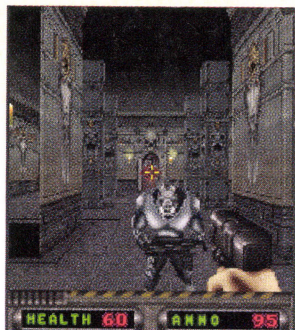


As in any Duke game, it's all about the weapons. You start out with a pistol and your boot (the first requires ammo), but it's not long before Duke will locate a shotgun that speeds up the elimination of his adversaries. Four difficulty levels—from Easy to Nightmare—add to the challenge of the single-player game, and as you complete a portion of the game, you're prompted to download the next module in order to continue. Other play modes include a survival game called Nukem Dead! and a multiplayer contest for up to four phone fighters.

Despite the small footprint of a mobile handset, the controls are comfortable, with forward/backward, left turn/right turn, left/right strafe, look up/down and (uh, duh) weapon firing. The aiming is thankfully liberal, so you don't have to be right on your target in order to blow it away.



It's nice to have Duke return to this familiar role, and even better to be able to reach into your pocket to start up a new adventure whenever the mood strikes.



MORE THAN MEETS THE EYE

With the *Transformers* movie coming this July, there's no surprise that a mobile-game company would jump on the franchise to make a version you can carry around with you. Sure enough, Glu Mobile is prepping to publish its *Transformers* title soon...however, all the company could provide as proof was a teaser title shot. A tease, indeed. Look for more details on this game in the July *Gaming 2 Go* column.

Namco Goes with Hit and Ms.

Namco and Apple have again teamed up to bring us a "new" iPod game... though it's hardly new, and, in fact, is a classic: *Ms. Pac-Man*. The little lady gets herself out of the house and onto your iPod so you can cajole her through the maze of dots, all the while being chased by enemy ghosts. Your recourse is to capture a Power Pellet, so the ghosts are vulnerable to the Divine Ms. P's monster chomp.



Navigating through a fast-paced contest like this is still a major challenge...and it's not necessarily helped by the need to control the distaff gobbler via the iPod wheel, which isn't exactly an intuitive game controller. Players must anticipate the need to make a turn, and even then, it's best to tap the wheel instead of trying to slide your finger around it. However, with some practice, you'll do well enough to be able to get her through the dotted labyrinth and earn the right to visit later maze maps.

There are plenty of playfields to navigate, too, with Namco promising over 256 levels. Thankfully, a pause/save feature has been added to enable you to stop a game and pick it back up whenever you choose.

GAMELOFT TRIO SPANS GENRES

Ubisoft had a successful release of its *Ghost Recon Advanced Warfighter 2* console game not long ago, and now Gameloft is hoping for a replay of that success on mobile handsets. Indeed, the mobile *GRAW 2* captures much of the franchise's intensity, albeit in a much simpler form.



Simple can be good. Much of what can be challenging and perhaps even overwhelming in a console video game requires simplification in a handheld format. Gameloft simplified the process here by designing many of the game elements to function on their own. If your player character is standing near a sandbag wall, for example, he will automatically crouch behind it when not firing. If he's crouched behind a wall and there's a gap between his position and the next sandbag wall, simply moving toward the next wall will have him rolling across the gap and instantly taking cover once again. That leaves the player to choose a good time to fire on the guards, and stealthily move on once the coast is clear. And if you get your character to sneak up on an unaware guard, you can score a one-shot kill, or creep right up to him and use a knife to turn off the sentinel in total silence.

This actually makes the game more playable, without generating the certainty that you must die a thousand or so deaths before completing a level. A replenishing health bar allows your character to hide out after taking hits while working through a level. After it builds back up, you can move on to the next sortie in full health.



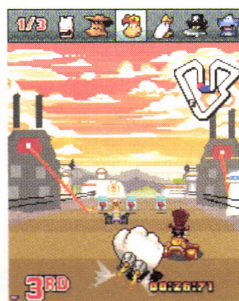
GRAW 2 is a blast in more ways than one—its third-person, three-quarters-overhead display and auto features make it easy to jump right in and start slinging lead.



Another familiar franchise character making an appearance in the mobile world is Rayman. The cartoony character is heading up *Rayman Kart*, which, as the name clearly implies, is an action-packed driving game reminiscent of the *Mario Kart* series. You pick one of the characters as your driver, select his cart and set out on one of the 32 races on any of 16

tracks in pursuit of the checkered flag. Dotting the track are bonus boxes offering power-ups such as speed boosts or hazards to slow down your opponents.

Good finishes and race wins earn you "lums," the game's currency, which in turn enables you to unlock other characters as drivers and



his body make him an unlikely driver?

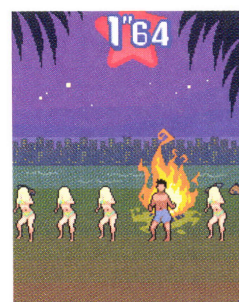
provides access to a larger variety of carts—both of which offer a bigger edge on the track. Completing the challenges for each race unlocks new worlds for you to visit, with a total of eight worlds available.

Rayman Kart doesn't set out to be the most elite racing game, but its focus is on fast, fun competition—and that's what it accomplishes. My big question: Doesn't the fact that Rayman's hands aren't attached to



on a spring break trip, then doles out a series of mini-games—there are 44 total—for you to complete, such as catching items thrown at you, hitting the brakes on a car to stop it in a square or remembering the missing number in a sequence. None of the games last more than a few seconds.

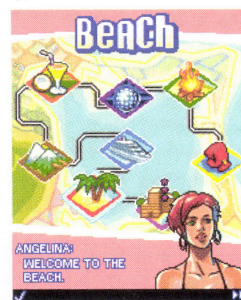
Spring Break offers a departure from the previous games; if you're familiar with a *Wario Ware* mini-game marathon, you'll get this one right away. The Story Mode takes you



higher difficulties, and there are also two other gameplay modes to test your skills: Survival has you trying to get through as many games as possible without losing, and Time Attack tests how long you can play one of the games.

The controls are all intuitive, with only one action button generally required. It takes a while to get to know exactly when to hit the button, but repeat plays will soon make you an expert. At the same time, the games speed up, so you're always pushed to improve.

Completing Story Mode unlocks



While the storyline only loosely ties the game together, it's the mini-games that'll challenge you. *Spring Break* is good for a few quick plays if you have some spare time or for longer sessions when you feel the need to see if you can beat your previous scores.

MOBILE GAMING NEWS

• **Mobile-Game Downloading Increases**—San Francisco-based research firm Telephia announced recently that revenue for mobile-game downloads increased 61% in fourth-quarter 2006, with nearly 17.4 million consumers having directly downloaded a game for their handset in the last three months of 2006. Additionally, this "on portal" segment accounts for 74% of all mobile-game revenue.



HALO

INSIDER

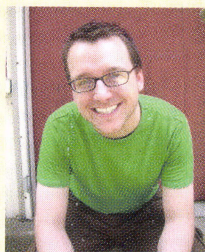
Vol.
30



The latest *Halo* news, including previews, trends, strategies, tricks, exploits and much more!

by Mark Johnson

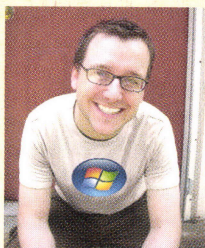
New Horizons for *Halo 2* Players on Vista



Mark Johnson

game, I interviewed myself as I channeled Microsoft.

Halo 2 Vista is like an awesomer kick-ass older-brother version of *Halo 2*. It's on computers, which all those elite kids will tell you are better than consoles. But what do they know? It's the games that matter. To give you all the info you need on the PC version of your favorite



Microsoft Mark

Mark Johnson: What's a Vista?

Mark Johnson Channeling Microsoft: It's, like, a totally way better version of Windows. You need it to play *Halo 2 Vista*, hence the name. Plus, it'll revolutionize your life. It's like a self-help book that also plays *Halo 2*.

MJ: Um, my computer is a little weaksauce right now. Will it run Vista?

MJCM: Does your comp have a 2 GHz CPU, 1 gig of RAM and DirectX 9? If not, then we'd like to remind you that it's the 21st century.

MJ: So we've played a ton of *Halo 2* on Xbox. Are there going to be any new maps for all the jaded Spartans out there?

MJCM: Microsoft does not comment on rumors or speculation. But maybe you'll get lucky, unlike when you were at your high-school prom. Seriously, dude, you need to get some game.

MJ: Jerk. So, can we make our own maps? Do we need to be programming experts to do it?

MJCM: Yeah, you can make your own maps as well as game types. *Halo 2 Vista* will ship with a full-on map editor that you

can use to create brand-new multiplayer levels. A little programming knowledge will definitely help, but you probably spend enough time in Mom's basement that you should have a little of that stuck up in your gray matter. Maybe it's behind all that Klingon you learned in 10th grade? You'll even be able to share those maps with all the friends you made at that convention thingy you went to.

MJ: You know, I've actually been on dates before...

MJCM: Don't fool yourself. It was me she was into.

MJ: Um, okay. How are the controls going to work?

MJCM: *Halo 2 Vista* fully supports a mouse and keyboard as well as a 360 controller. If you really wanna get loose, you can use both at the same time, which actually works really well; you can use the left analog stick to move and the mouse to look.

MJ: How does online play work?

MJCM: Just like Xbox Live. Friends list, gamerscore...the whole shebang. You'll get to experience the joy that is the 360 dashboard right on your computer. *Halo 2 Vista* even has 1,000 Achievement points for those who haven't experienced that addiction, or if you're just trying to avoid sunlight in general.

MJ: Does it look prettier than the Xbox version?

MJCM: You betcha. *Halo 2 Vista* is offering up improved visuals and cleaner textures. The geometry is all the same, but character models and everything in general look super crispy shiny on the PC.

MJ: When can I get this game?

MJCM: The game comes out this May, so hop on your bike and pedal out to the mall. Make sure you bring 50 bucks, too, so you can pay for it.

MJ: I'd like to thank myself for giving me the time for this interview....

MJCM: Can I go? You smell like milk.





MAPS WE WANT TO SEE IN HALO 3

With the shadow of *Halo 3* looming large on the horizon, there is plenty for a *Halo* fan to be excited about. The *Halo* Nation will finally get to see the end of the epic story arc, the Mongoose will tear around the battlefield and new weapons will be experienced and mastered. But like any multiplayer FPS, *Halo 3* will really sink or swim on its map design. Players know what to expect from the controls, and will be familiar with most of the weapons in the game. So it's up to the level designers at Bungie to wow us once again with their expertly crafted battlefields.

As excited as everyone is by the prospect of littering the virgin terrain of a new map with the corpses of their enemies, there are a few maps that would be perfect additions to the roster for some nostalgic flavor. Overflowing with "Halo-ness," these maps have come to define the multiplayer experience of *Halo*. Here's what we would like to see make the cut:

Hang 'Em High



OK, so we know that Bungie didn't include an updated version of Hang 'Em High in *Halo 2* because players no longer took fall damage. Without that added stress of being in a firefight on a narrow walkway where a single misstep can kill, this map suddenly became somewhat lackluster. Fortunately the designers at Bungie are geniuses and wizards. We're sure that they can work some left-field cleverness to make this map work again. Throw in some Monitors to blast any fallen players. Hang 'Em High was an essential part of the *Halo: CE* experience. Please Bungie, do something to get this map into *Halo 3*! Don't make us beg, it's humiliating.

While a bit unbalanced between the Red and Blue teams in a CTF match, battles for control of shotgun alley in Damnation were the stuff of legend. Victory meant a serious advantage for your team and that god-like rush of knowing you are the supreme badass, while defeat left you open to crushing mockery and a few tears shed at your impending shotgun-induced doom. Not to mention the stones it took to make a run for that annoying yet brilliantly placed Overshield. When we think of the newfound joys we experienced with *Halo: CE* when we spun that disc up in our Xbox machines for the first time, we couldn't help but see the Easter egg purple of Damnation. Now imagine a reworked, re-balanced, re-purple-ized Xbox 360 version. Make us happy Bungie, or you're all a bunch of jerks.

Damnation



More than any other map, Zanzibar came to represent what *Halo 2* had in store for us. Perhaps because it was one of the most widely seen maps before anyone even got to get gritty with the game. Perhaps it was skepticism turning to awe of its asymmetrical design as you had to switch from defense to offense every three minutes. Whatever its magic, Zanzibar seemed to raise the collective battle-lust of all the *Halo* players in this world. The thought of a high-definition 360 Zanzibar makes us drool, which is gross. Save our social lives and put a little Zanzibar love on that *Halo 3* disc!

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Relic



With its cover-to-cover watch-your-team's-back gameplay, Relic always delivers an awesomely intense good time. All that open terrain can stress a brother out. There's nothing like charging for the giant tower thrusting into the sky through a haze of sniper trails and plasma bolts, only to be cut down the moment before you get

to cover. Respawn and try again, as the adrenaline ramps up. The apparent pioneer of Bungie's newfound "no-walls" philosophy for multiplayer map design, this level above any other might be showing us what's to come for the arenas of *Halo 3*. Plus, we really, really want to see some poor fool careen into the water on a Mongoose blasted out of control by a nearby explosion. Make Relic a little bigger and add a few ravines and gullies (or an opposing tower inverted underground) and it would be the perfect addition to the roster of old-school maps retained in *Halo 3*.

Colossus

Initially plagued by unscrupulous players determined to flag-bounce their way to victory, the patched Colossus soon became a dominant map for CTF and Team Slayer matches. With an achingly long flag run and it's obstructed yet simple design, this map saw many nail-biting scrambles for that last-second win. Almost a spiritual successor to the aforementioned Damnation, this map is pure genius in its ability to create vertical and horizontal battles all at the same time. With a few tweaks here and there to freshen up the experience, Colossus would be a welcome addition alongside the plethora of new maps in *Halo 3*.



Ascension



Ascension was like an instant joy-gasm. A funny-looking mix of rock and machine, this asymmetrical level instantly brought *Halo 2*'s strengths to the fore. A little duel-wielding here...a little sniper work there...and take out that Banshee with the Rocket Launcher. A perfect Slayer map, a tough-as-nails Territories level and a radically

chaotic King of the Hill battle, Ascension is perfect for almost any game type. It's also perfect for a totally gnarly Xbox 360 makeover for *Halo 3*.

Maps We Never Want To See Again

Like Eric Roberts, Bungie's level designers might be the best of the best, but they don't always hit that bell at the top of the perfect-o-meter. There are a few maps that we wouldn't mind never seeing again.

Coagulation

This one is going to lead to death threats, but we're more than done with Coagulation. It was an awesome old-school addition to *Halo 2*, but with the half-busted weapon spawn system of that game, it sorta sucked, too...which was weird. First team to the rockets and snipers wins! Plus we've seen it twice. It's about as exciting now as the 10,000th naked picture of Pamela Anderson.

Boarding

Boarding Action. What? Seriously Bungie, what!?

Waterworks

How many times do we have to fall asleep while waiting for something to happen on Waterworks? Big maps are great for tons of players, but there's something about Waterworks that just didn't work quite right. Not to mention the annoying "clog the door with crates" trick. Please let this one get killed by the Guardians.

Of course, Bungie could choose to create a utopian society and include every *Halo* map ever in *Halo 3*...as long as they don't skimp on the new stuff. Talk about going out with a bang; that would make *Halo 3* the Rand-McNally of multiplayer maps. We'll even take that damn Boarding Action one, as long as we don't ever have to play on it again. Ever.

TIPS & TRICKS

COLLECTOR'S CLOSET

by Chris Bieniek

Vol.
68

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

Collecting (Nintendo®) Toys

PART 3: WEAPONS, BLOCKS AND MORE

For the past two months, we've been looking at the toys that Nintendo released in Japan during the 1960s and 1970s, just prior to the company's involvement with video games. As Nintendo fandom grows, collectors are starting to seek out more obscure Nintendo products, and these items definitely show Nintendo's roots as a game maker...if you can find them!

Mini-Games

For a brief period in the mid-1970s, Nintendo offered the Mini-Game series, a budget-priced line of toys and games that were packaged in simple cardboard bubble-packs with hanging tags. In addition to generic pop guns, skill games and puzzles, the Mini-Game line-up also included simplified versions of popular Nintendo toys like the Rabbit Coaster, Hopping Game and Challenge Dice. These toys have a rustic charm, but they're not particularly valuable...especially if they're missing the psychedelic packaging, which itself is usually mangled and mildewed from 30 years of shelf wear.



Air Gun



Gear Drive



Hopping Game



Diving Shot



Ball Game



Smartball



Rabbit Coaster



Basketball



Gear Challenge



Challenge Dice

N&B Blocks

Also in the 1970s, Nintendo introduced a diverse line of Nintendo Blocks, or "N&B" Blocks. Virtually identical to Lego bricks, the various sets included ideas that were similar to Lego's own products, including the integration of battery-operated parts like clocks or motors. There was even an attempt to cross over into more story-driven gameplay: The N&B People House sets were small dollhouses with limited construction-block connectivity, focusing instead on dolls with specific careers (Maria the nurse, Uki Uki the florist) or fairy tale characters (Cinderella, Red Riding Hood).



N&B Block (house set)

N&B Block: Denkitokei (Electric Clock) set



N&B Block "Mama Got" Set



N&B Nintendo Block Mix (Play Pack No. 1)



N&B Block: Rocket set



N&B Flower Set



N&B Block: Uchu (Space) set



N&B Block: Crater set



N&B Block: Train set



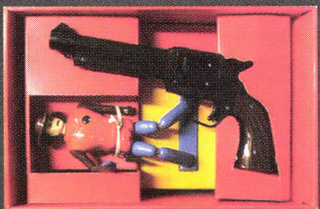
N&B People House: Bambi and Miri



N&B People House: Maria no Kangofu (Nurse)

Kousenju (Light Gun) Series

In 1970, Nintendo's chief toymaker Gunpei Yokoi devised the Kousenju (Light Gun) series along with Masayuki Uemura, a former Sharp engineer who had brought the latter company's solar cell technology to Nintendo's attention. The Kousenju guns were basically focused flashlights, and the various targets featured light-sensitive cells that would trigger actions when hit with a beam of light from the gun. This was an enormously popular product line that won an award as Japan's best-selling toy of 1970. The series eventually expanded to many different target types, including mechanical creatures, plastic bottles and even light-sensitive poker machines and roulette wheels.



While some of the Kousenju guns and targets were bundled into sets, many were sold separately. Collectors are particularly fond of the Kousenju Duck Hunt set, because of its similarity to the video game of the same name. If you're ever in Japan, keep an eye out for the rare Kousenju Custom Action Rifle; this high-powered light gun could hit Kousenju targets from a range of over 100 meters, but it sold poorly because of its absurdly high retail price (25,000 yen, the equivalent of about \$215 in current U.S. funds).



Kousenju SP Rifle



Kousenju Custom Lever Action Rifle



Kousenju SP Gun



Kousenju SP Jumping Bottle Target



Kousenju Duck Hunt



Kousenju SP Electro Roulette Target



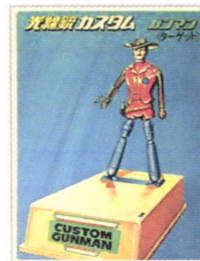
Kousenju SP Gun Bottle Set



Kousenju SP Electro Lion Target



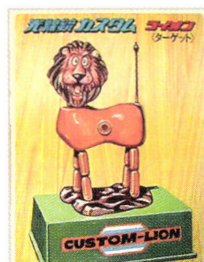
Kousenju Custom Gunman Set



Kousenju Custom Gunman Target



Kousenju SP Electro Bird



Kousenju Custom Lion Target



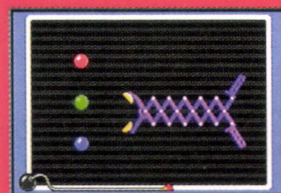
Kousenju Custom Lion Set



Kousenju SP Electro Safari

Wario Ware Cameos

If some of the Nintendo toys pictured in our last few issues seem familiar to you, it's probably because you've seen them in the Wario Ware series. As an homage to the company's history, Nintendo has featured some of its vintage toys in Wario Ware mini-games, as seen here:



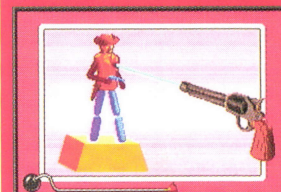
Ultra Hand



Ultra Machine



Love Tester



Kousenju Custom Gunman Set



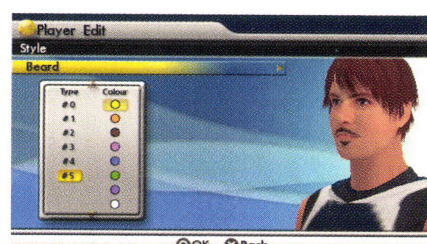
Greetings, sports fans, and welcome to the **Tips & Tricks** sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by
Josh Engel

Vol.
78



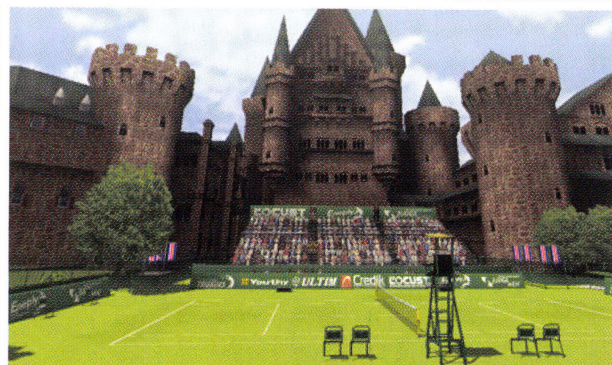
Smash Court Tennis 3

You liked it on the original PlayStation and you loved it on the PS2. Now you'll be able to be with the one you love anywhere you go, because the *Smash Court Tennis* series is coming to the PSP in the aptly-titled *Smash Court Tennis 3*.

You'll find 16 real-life pros in the game, from Roger Federer on the men's side to Justine Henin for the ladies. You'll even find Rafael Nadal pulling double duty—you may remember he's got his own game, *Rafa Nadal Tennis*, on the rival Nintendo DS.

The game will feature the standard gameplay modes, like Exhibition, Arcade and Pro Tour, but the big fun lies in the multitude of mini-games. During a recent demonstration at the T&T offices, we saw a *Pac-Man* court where the big yellow guy himself was the ball, and a *Galaga* court where you could force your opponent into a tractor beam!

Publisher Namco Bandai has said that there will be twice as many collectible items in the game as previous installments in the series. *Smash Court Tennis 3* will also include character development, meaning you'll be able to improve specific attributes of your player. This customization feature will allow you to create and develop your character to fit your playing style, giving you a better chance at reaching the #1 ranking! And when you're ready to humiliate your friends, you can take them on wirelessly or through the game-sharing system.

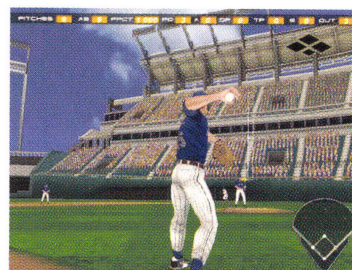


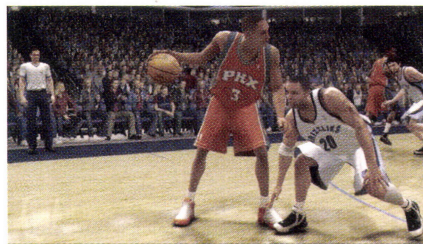
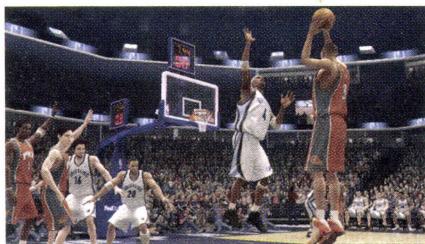
MMO You Can Play Alone... or By Yourself!

You may remember that back in April, I introduced you to the world's first massively multiplayer online team sports game, *Ultimate Baseball Online*. While the focus of the game is obviously the multiplayer aspect, the game's publisher has announced that you can now play *UBO* anytime, even when your teammates are offline.

A series of single-player minigames will keep your batting eye so sharp you'll relish those situations in league games when your team needs a clutch base hit. And while improving your overall batting prowess, you can chart your progress and see where you stand against other players with the online leaderboards that track home runs, triples, doubles, singles and batting average. You can even earn valuable Experience Points that can take you from "journeyman" status to "superstar" in no time.

If you like the idea of a massively multiplayer online sports game but you don't have enough friends who do, *UBO* will also be rolling out Free Agent Games. These contests will be open to individuals who are looking for a team or just want to meet other *UBO* players. Check out www.ultimatebaseballonline.com for more details and get yourself out on the field!





NBA Live 07 Season Simulation

You may remember that back in November of 2006, when the NBA season was just getting underway, EA Sports simulated the entire season and determined that the Dallas Mavericks would win their first NBA Championship. With the playoffs in full swing, we decided to try our own simulation to see how it stacks up against EA's.

I used the default settings and let the CPU simulate every game. At the midway point of the season, the All-Star teams were selected and there were no surprises. Yao Ming, Kevin Garnett, Rashard Lewis, Kobe Bryant, Baron Davis, Tim Duncan, Elton Brand, Dirk Nowitzki, Ray Allen, Mike Bibby, Lamar Odom and Manu Ginobili represented the Western Conference. Over in the East it was Shaq, Jermaine O'Neal (no relation), LeBron James, Joe Johnson, Allen Iverson (still with Philly), Kirk Hinrich, Chris Webber (still with Philly), Dwyane Wade, Chauncey Billups, Jason Kidd, Gilbert Arenas and Paul Pierce.

When you compare these squads to the real-life 2007 NBA All-Stars, you realize that EA Sports knows what it's doing. On the East team, eight of the 12 players in our simulation were real-life All-Stars, and in the West the game went seven-for-twelve. That's a combined accuracy rate of .517 (15/29, including guys who were selected and replaced)...not too shabby at all!

At the conclusion of the regular season, the division winners were Phoenix, Denver, San Antonio, Philadelphia, Cleveland and Miami. The San Antonio Spurs were the strongest team in the league, posting a 63-19 mark, while the Miami Heat were the weakest division winner, limping to a 46-36 record. Allen Iverson led the league in scoring with a 25.9 point average, assists with 9.1 per game and steals with 2.1 per contest. The manchild Kevin Garnett was the top rebounder in the league, pulling down 11.5 boards per game, and Jermaine O'Neal was the top shot blocker, swatting 2.8 shots per game.

It came as no surprise that "The Answer" was declared the league's MVP, as he led the league in scoring, assists and steals. Utah's Nick Van Exel was named Most Improved Player after averaging 16.6 PPG and 5.1 APG, Ben Wallace was once again voted Defensive Player of the Year (fifth time in six years!) and Charlotte's Adam Morrison was named Rookie of the Year after putting up 18.7 PPG, pulling down 6.7 RPG and dishing out 5.3 APG.

In the first round of the playoffs, the Western Conference saw #1 San Antonio, #2 Phoenix and #4 Dallas advance, while #3 seed Denver was knocked off by Yao Ming and the sixth-seeded Hous-



ton Rockets. Over in the Eastern Conference, the only upset was a mild one, as the #5 Detroit Pistons slipped past #4 Chicago. Other than that, #1 Philadelphia, #2 Cleveland and #3 Miami all advanced to the second round.

It was in the second round that the wheels came off in the Eastern Conference, as the top two seeds were taken down by the underdogs. Detroit easily toppled the 76ers, four games to one, while Miami knocked out Cleveland with a 4-2 series win. Meanwhile, it was a ho-hum affair out West, as the top two seeds advanced as expected to the Conference Finals.

And while the road there seemed a little far-fetched, the result wasn't, as the Pistons took down Miami to advance to the NBA Finals, where they would face the Phoenix Suns who were able to upend the Spurs in six games.

Apparently the Pistons—who only finished third in their own division!—got hot at the right time. They jumped out to a 1-0 lead, stealing Game 1 on the Suns' home floor. But the Suns came right back in Game 2 to knot the series at one game apiece. Games 3 and 4 were split, but the Pistons took Game 5 and headed back to Phoenix for Game 6 (and possibly Game 7). A seventh contest proved unnecessary as the Motor City madmen took that sixth game to stake their claim as NBA Champions for the second time in four years. Chauncey Billups was named the Finals MVP after averaging 20.4 points, 5.0 rebounds and 7.6 assists per game.

At the time this issue went to press, the real-life Pistons were leading their division, so while it's likely they'll go deep into the playoffs, it's *not* very likely that they'll be doing it as the fifth seed, given that they also have the best record in the Eastern Conference. In the West, Phoenix had a very comfortable lead in the Pacific division and a firm grip on the #2 seed in the conference.

So don't be surprised when you see the Pistons celebrate their Finals victory in Phoenix this June, and don't forget that you read it here first!



NCAA Football 08

It's a long way from the blue-tinted field of Boise to the coveted cover of a video game institution, but Jared

Zabransky managed to make the completion. The Boise State University quarterback, who led the Broncos to a perfect 13-0 season in 2006, was recently announced as the cover athlete for EA Sports' *NCAA Football 08*, which is scheduled for release on the PS2, PS3, Xbox and Xbox 360 this summer.

You may remember Zabransky as the MVP of the 2007 Tostitos Fiesta Bowl, where he led an improbable comeback punctuated by a perfectly executed "Statue of Liberty" play to beat the stunned Oklahoma Sooners, 43-42. But Zabransky's 2006 season was no fluke—in his three seasons as a starter, he led Boise State to a 33-5 record. He was also named a finalist for both the Davey O'Brien (best college quarterback in the nation) and Maxwell (player of the year) Awards in 2006.

With Zabransky being best remembered for the trick play that won the Fiesta Bowl, here's hoping that we'll see some sweet trick plays made available when *NCAA Football 08* is released.



PRO WRESTLING X

Fan Developers Look to Dropkick THQ

by Bill Kunkel

For most gamers who enjoy pro wrestling, the late '90s were the glory days. At a time when most old-school gamers hadn't seen an outstanding wrestling sim since *Pro Wrestling* on the NES, several of the best grappling games ever developed appeared in rapid succession.

Pro wrestling was hot again. After a series of scandals left Vince McMahon's WWF (now the WWE) reeling through most of the decade, Ted Turner's WCW reached its zenith with the arrival of stars like Hulk Hogan and Kevin Nash from the fading WWF. Both the WCW and WWF launched major shows on Monday nights that attracted huge ratings.

Back then, Acclaim held the WWF license while THQ had settled for traditional runner-up, WCW. Then WCW exploded and THQ turned to Japanese developer AKI Corporation, which generated what are generally considered the finest wrestling games ever made.

For several years, WCW continued to dominate the WWF. During this period the WCW license with THQ expired and EA swooped in and signed the Turner group. Meanwhile, Acclaim's 10-year deal with the WWF expired and THQ picked up the deal with McMahon's wounded promotion.

But WCW quickly began losing steam. Suddenly, with wrestlers like "Stone Cold" Steve Austin and Dwayne "The Rock" Johnson in its

stable, the WWF enjoyed its biggest boom period since the '80s. Within a few years, McMahon purchased the near-bankrupt WCW, leaving EA with a useless license and THQ back in the driver's seat.

THQ, however, was no longer relying on dev groups like AKI, opting instead for developers with a more photorealistic style. And no doubt the subsequent THQ WWE games have looked just great. But for wrestling fans, the play just isn't there.

Eventually, a group of wrestling fans decided it was time to bring back the kind of wrestling game that fans remember from those glory days. Led by David Wishnowski, they dumped the idea of purchasing a license and decided to simply forge a wrestling game that worked. We spoke recently with David and here's what he told us.

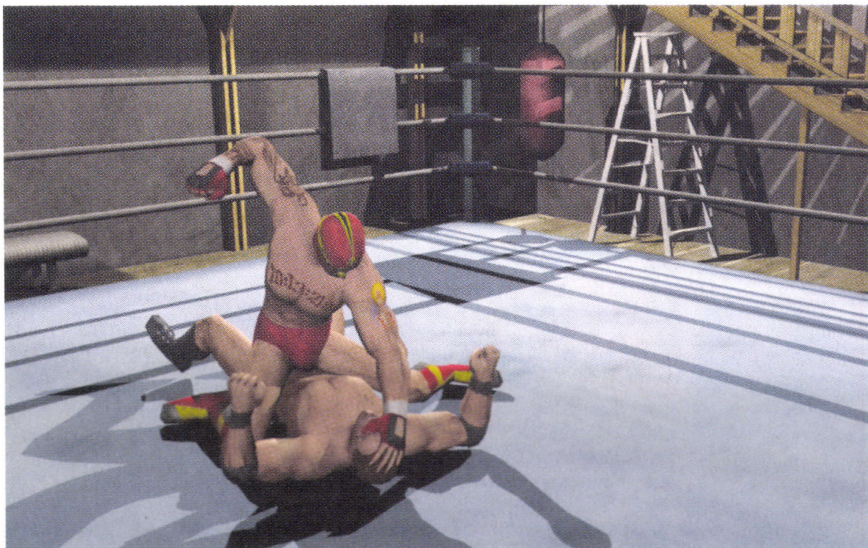
Bill Kunkel: *What was the genesis of Pro Wrestling X?*

David Wishnowski: Anger and frustration caused by repeated phone calls to THQ customer service after I realized my brand-new \$70 copy of *No Mercy* had "The Glitch" [a bug in the program that reset the cartridge]! The reasons they gave me initially included a flat-out denial that anything was wrong. I was complaining over at a [game] forum [discussing] *Wrestlemania X8* for the GameCube when someone dared me, "If you're so [mad], why don't you make your own wrestling game?" So that's ex-





PRO WRESTLING X



actly what I set out to do. Since then, I've devoted my life to starting a development company to focus on making a quality wrestling game by listening to the fans' desires and treating them with respect.

Bill: So you're looking to get back to the old AKI-style paradigm.

David: In terms of ease of gameplay and balance, absolutely. It's ironic that some of the games most beloved by hardcore wrestling gamers such as the AKI and *Fire Pro* games are in reality among the simplest in terms of game mechanics. I think games like *SmackDown vs. RAW* are popular with the mainstream by default, not by design. What choice do wrestling fans really have? And I think the rush to photorealism has definitely pushed gameplay to the back burner in recent wrestling games.

Bill: Just guessing here, but I assume you enjoy the Def Jam games but, I dunno, would prefer wrestlers over rappers?

David: I'm a wrestling fan, not a rap fan...at all. The first *Def Jam* was a disappointment to me. The game mechanics were on par with maybe the first few WCW games for N64 and nothing like what was accomplished by the time *No Mercy* was released. *Fight for New York* was a fantastic fighting game, but wouldn't even be considered a pseudo-wrestling game in my opinion. Still, it was better than most WWE games at the time. I still play it.

Bill: What are your favorite wrestling games?

David: The one that started it all for me was *Pro Wrestling* for NES. The fact that Starman hasn't been seen in a game since then is an outrage! My brother, Jim, got me into WCW vs. NWO *Revenge* for the N64 and I instantly fell in love. We had so many great times together with that game. After the total debacle that was *Wrestlemania X8* for GameCube, I went looking for imports and found three of my all-time favorites: *Giant Gram 2000* for Dreamcast, *Virtual Pro Wrestling 2* for N64 and most recently *Fire Pro Returns* for PS2.

Bill: Tell us a little about how this game will be programmed.

David: We worked together with former programmers from EA Sports to do the technical design for the game and licensed a cross-platform engine to build it on. The first thing we did was to test all our concepts. We made sure the create-a-wrestler design would work properly by testing the ability to swap textures and meshes for body parts and accessories. We tested all types of animations in the engine such as basic movement, striking, selling, grappling, weapons, etc. We didn't want to spend too much time creating art content until we knew for certain we had solid, tested specs for the create-a-wrestler and that every type of character interaction we needed would work properly.

Bill: Without that brand recognition that THQ has, do you be-

lieve that you can sell a wrestling game with off-the-shelf wrestlers based solely on the fact that...it's good?

David: Honestly, no. Step one is making it good, but if nobody knows it's out there, it won't matter. We have to market the game effectively so that every wrestling fan and gamer on the planet knows it's out there. Once they know about it, THEN it will matter that it's good and hopefully be successful enough to warrant continued development of the franchise. We look at *Mortal Kombat* as an example of a game that was popular because it was good and had unique characters. They didn't need to license Bruce Lee to succeed, and we hope to repeat the success of that strategy. But effectively marketing our game is easily as important as making a good game. Obviously, word of mouth is the best marketing you can have, and I'm sure that alone will play a big part. So far, word of mouth has been fantastic. Our studio is literally wallpapered from floor to ceiling with fan mail and letters of support from fans around the world. There is a world of wrestling culture out there, and *Pro Wrestling X* will reflect that with respect. Why waste time on a Bra-and-Panties match when there has yet to be a truly great cage match? That's been our philosophy since day one. We're wrestling fans, and this game is for us and people like us who want a game of our own.

Bill: What's the proposed finish date for this project, and what systems are you aiming at initially?

David: If all goes well, *PWX* will be complete by the end of 2007. Initially *PWX* is being developed as a PC title, but we're using an engine that will make an Xbox 360 port a fairly painless process.

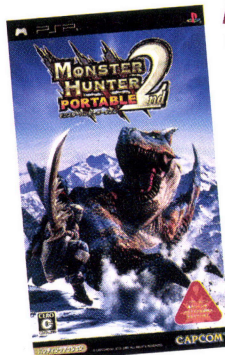
Bill: What's your distribution model for *PWX*?

David: We're exploring our options. We have two publishing offers on the table to take *PWX* retail as well as to distribute it digitally. We haven't signed anything yet because we want to make sure we work with a publishing partner that has the long-term interests of the franchise in mind. And frankly, the farther along we get in development and the more buzz we create on our own, the better our final publishing arrangement will be. We test-marketed before we had so much as a playable demo. For just a few short weeks we accepted pre-orders online to gauge market support for our project and we were flooded with thousands of dollars in pre-orders from around the world. We worked hard to earn the trust and respect of the gaming community and the test marketing validated our activities in real dollars. We know we have a very special opportunity to offer the right publisher and if we find that partnership, fantastic. But we've proven there is more than enough demand in the marketplace for us to succeed even if we end up selling the game ourselves from our Web site and the trunks of our cars. Even in our worst-case scenario, we know we'll be more than OK, so we're not about to rush into a publishing partnership just because that's what developers are expected to do. We're not greedy, but we're not desperate either.



日本 JAPAN REPORT!

by Anatole Brown Vol. 112



Monster Hunter Portable 2nd Tops Japan Sales

Just when people started talking about the dying popularity of the PSP, Capcom's *Monster Hunter Portable 2nd* became the number-one selling game in Japan. Capcom has shipped over a million copies to Japanese retail stores and anticipates selling even more by the end of the year. The game is expected to be the first million-seller title for the PSP in Japan. Sony also put out a special *Monster Hunter Portable 2nd* PSP bundle pack (see Japan Report, April 2007) which has helped boost sales. The first game, *Monster Hunter Portable* (*Monster Hunter Freedom* in the West), is

already a "PSP the Best" hits edition. Despite critical acclaim, *Monster Hunter Freedom* didn't do as well in the U.S. *Monster Hunter Freedom 2*, scheduled to be released here sometime in the fall, could snare a lot more fans for the series.



ROCKMAN Plug-and-Play TV Game

Capcom's new *Rockman* franchise, *Ryusei no Rockman* (tentatively titled *Mega Man Star Force* in the West), has been a huge undertaking and investment for the company. It's the 20th anniversary of the Blue Bomber, after all,



so why not celebrate it in style? *Ryusei no Rockman* was first introduced as a manga, then debuted on TV in October of last year. Following up on the December 2006 release of *Ryusei no Rockman: Dragon, Leo and Pegasus* for the Nintendo DS, a new *Ryusei no Rockman* plug-and-play TV game has hit the stores. The 7,560



yen (about \$65) set contains a set-top sensor device and a Buster Arm that fits on the player's hand like a glove. The sensor detects the motion of the arm and translates it to the action on the TV screen. The player uses the Buster Arm to shoot oncoming enemies while blocking their attacks. Sounds like a game for the Wii! *Mega Man Star Force* (three versions) for the DS is scheduled to be released in North America in December 2007.



DARTH VADER SAMURAI ARMOR



During the month of May, Japanese families with boys will display doll-size samurai armor to celebrate Gogatsu Ningyou, or May Doll Festival. This tradition is said to pass down the spirit of the samurai from father to son. This Darth Vader mini-yoroi kabuto (samurai helmet and armor) was created by Yoshitoku to celebrate the 30th anniversary of *Star Wars* and the 300th anniversary of the ancient Japanese doll company. It's no coincidence that Darth Vader's helmet looks well-suited for katana battle; George Lucas was inspired by ancient Japanese armor

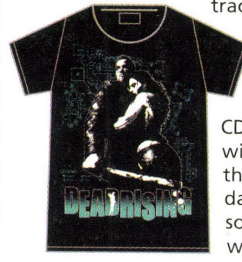


when he came up with Darth Vader's look. The entire set stands about three-and-a-half feet high and the Darth Vader helmet sports an elaborate Japanese-style family crest. A folding screen also accompanies the set—it features the memorable scene from *Star Wars Episode III: Revenge of the Sith*, where Anakin Skywalker and Obi-Wan Kenobi battle on the volcanic surface of the planet Mustafar. This work of art costs over 330,000 yen (about \$2,800)

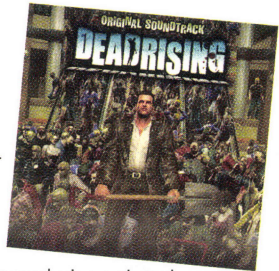
and you won't find too many here in the U.S.; overseas sales are highly restricted in order to keep the masterpiece a truly unique Japanese *Star Wars* product.

DEAD RISING SOUNDTRACK

Relive your horrifying shopping mall experience with the new *Dead Rising* soundtrack from Suleputer (Capcom's music label). Only



2,000 of these CDs are being printed, making it a rare game collector item. The CD costs 6,090 yen (about \$52) and comes with a special *Dead Rising* T-shirt featuring the cameraman-hero Frank West and some damsel in distress (or a potential zombie). The soundtrack spans over 40 songs and comes with a special 16-page booklet.

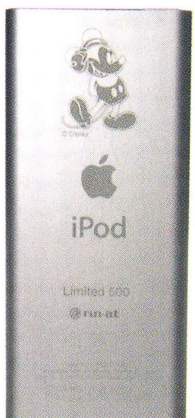


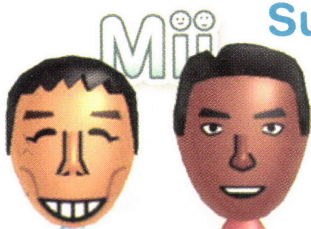
MICKEY MOUSE IPOD

Only 500 of these awesome Mickey Mouse 2GB iPod Nanos are available through Disney Japan. The back of the iPod shows a headphone-wearing Mickey etched onto the back. The fancy box set comes with other cool accessories like a strap, wheel sticker and leather case. Retail price was 33,600 yen (about \$290), but they're



probably all gone by now! Why does Mickey Mouse have to be so... popular?!





Surprise Mii Visitors

Wii owners in Japan recently woke up to find two surprise visitors in their Mii Channel. Mii avatars of Sanma Akashiya (better known as just "Sanma") a popular comedian and Shuuzou Matsuoka, a former professional tennis player, were distributed by Nintendo over the WiiConnect24 service to every Wii in

Japan. Why these two celebrities? They both appear in a much-talked-about Wii commercial in Japan where they are seen joking around as they fashion their own images using the Mii Channel.



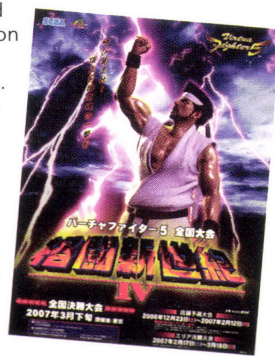
The Sanma and Matsuoka Miis can be kept as extra players on the Wii, but they only appear once, so Nintendo warns users to be careful about giving them away. Can we have celebrity "visits" by



name comedians and sports stars too? Come on, Nintendo!

TOURNAMENTS!

The month of March marked the arcade tournament season as several monster competitions kicked off across Japan. Sega Game Impact '07—also dubbed New Century of Fighting IV—was the final leg of a three-month *Virtua Fighter 5* tournament that was held at over 600 venues (arcades, game shops, etc.) across the country. The competition drew more than 15,000 entrants until only 63 players were left to play



at the grand finale in Tokyo.



Meanwhile, Konami held Round 4 of its *World Soccer Winning Eleven 2006* arcade championship, called Europe Cup 2007 (the previous America Cup was in December). Although the tournament featured the arcade version of *World Soccer Winning Eleven 2006*, the games were played cross-country using the machine's online capabilities. In

fact, some players were from overseas as players from Hong Kong have been joining in on the action, and Rounds 1 and 2 were won by a Hong Kong player.

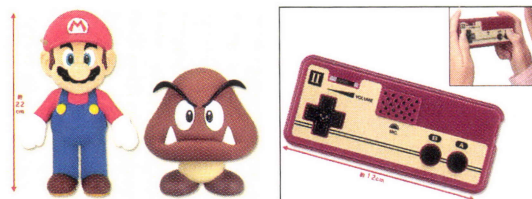
In March, Namco wrapped up its "Second Season" of the *Tekken 5: Dark Resurrection* Official Tournament which started out last May. The champion was awarded the exalting and coveted title of "Tentei," or "Heavenly King." The other runner-ups were also named something regal and fit for the halls of the *Tekken* pantheon.



Many fighting game enthusiasts "in-the-know" can find these tournaments on live and recorded videos on the Internet. We'll bring you more Japanese tournament news as they come forth!

banpresto mario goods

Banpresto is the company that makes all those cool Mario goods listed as "UFO Catcher" prizes that you see regularly popping up on eBay. Some arcades create a list to show what prizes will be appearing in which machines in the near future so people can anticipate when to head to the arcades. Here are some of the amazing Mario and Nintendo goodies that people found in Japanese arcades back in March. As always, we'll try to keep you up-to-date on what other Mario goods can be snatched by the claw!



NAMCO BASEBALL

Namco recently released its annual Japanese pro baseball game, *Pro Yakyu Netsu Star 2007*. This year's version comes with a few extra bonuses that are meant to delight longtime fans of the series. The *Pro Yakyu Netsu Star* series on the PS2 is actually the successor to Namco's popular *Famista* baseball games which first appeared on the Nintendo Famicom (NES) and were released in the U.S. as *R.B.I. Baseball*. The old *Famista* series was known for the special "Namco Stars" bonus team which players could select to take on the regular pro teams. Although the all-star players had familiar names from popular Namco games, they appeared as regular players in the old games. In *Pro Yakyu Netsu Star 2007*, however, the



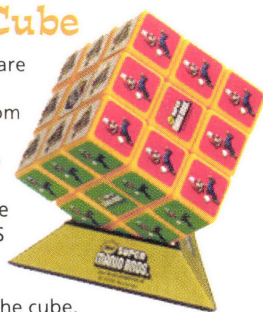
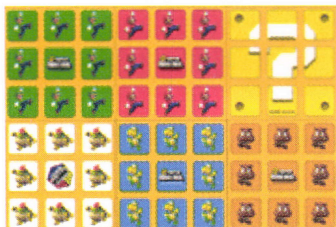
"Real Namco Stars" have weird, almost Kabuki-like face paint. From the winged hairdo of batter Heihachi to the yellow facade of slugger Pac, each player looks like a grotesque version of his Namco character namesake. Other players include Klonoa, KOS-MOS, Valkyrie, Galaga, Xevious, Taiko, Katamari and more! Can you find your favorite Namco guy in these pictures? The new game also includes *Famista 2007* mode, a retro throwback to the old 8-bit *Famista* style but with current 2007 rosters.



Super Mario + Rubik's Cube

It's the marriage of two icons from the '80s that are still just as loved today: Super Mario and Rubik's Cube! Megahouse and Nintendo took images from

the New *Super Mario Brothers* game for the Nintendo DS and slapped them onto the cube. It comes with a display stand and costs 2,070 yen (about \$18).





Xbox 360 tips

AMPED 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

Unlock all mountains—X, Y, Up, Left, LB, LB, RT, X, Y, LT

Unlock all sleds—RT, X, LT, Down, Right, LB, LT, RT, Y, X

Unlock all tricks—LB, RT, Y, Up, Down, X, LT, Left, RB, RT

Unlock all challenges—Right, LB, LT, X, Left, RB, RT, Y, LT, X

Unlock all zones on available mountains—Down, X, Right, LB, Right, RB, X, RT, LT, Y

Awesomeness always on—Up, RT, X, Y, LB, X, Down, LB, RT, RB

Low gravity—RT, Down, Down, Up, X, LB, Y, RT, Y, Down

Super spins—X, X, X, X, Y, Y, Y, X

BATTLEFIELD 2: MODERN COMBAT

Earn All Weapons

At any time during gameplay, hold LB + RB and press Right, Right, Down, Up, Left, Left.

BATTLESTATIONS: MIDWAY

Unlock All Single-Player Missions

Select "Single Player" from the main menu, then choose any Campaign, Academy or Challenge. At the Campaign, Academy or Challenge menu, hold LB + LT + RB + RT and press X; you will hear a confirmation sound when you enter the code correctly.

BLAZING ANGELS: SQUADRONS OF WWII

Main Menu Cheat

At the main menu, hold LT + RT and press X, LB, RB, Y, Y, RB, LB, X to unlock all Campaign missions, all Standalone Mode stages and all planes in the Hangar.

Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold LT and press X, Y, Y, X, release LT, then hold RT and press Y, X, X, Y

Increase damage—Hold LT and press LB, LB, RB, release LT, then hold RT and press RB, RB, LB



BLITZ: THE LEAGUE

Cheat Passwords

Choose "Extras" from the main menu, then select "Codes" and enter any of the following codes by selecting the corresponding cheat description.

The cheats can then be toggled on or off in the "Game Options" section under Quick Play.

ON FIRE—Ball trail always on

BOUNCY—Beach ball

PIPPED—Double unleash icons

NOTTIRE—Stamina Off

CLASHY—Super Clash

BIG DOGS—Super unleash clash

CHUWA Y—Two-player co-op



CALL OF DUTY 3

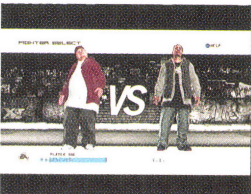
Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold BACK and press Right, Right, Left, Left, X, X.

DEF JAM: ICON

Unlock Fat Joe

At the title screen, wait until the words "Press Start" appear at the bottom of the screen, then press B, Up, Right, Left, Y. You'll hear a sound to confirm.



THE GODFATHER: THE GAME

Cheat Codes

During gameplay, press START to pause and enter any of the following codes at the pause menu:

Refill health—Left, X, Right, Y, Right, Left Thumbstick

Refill ammunition—Y, Left, Y, Right, X, Right Thumbstick

Unlock All Movies in the Film Archive

At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press Y, X, Y, X, X, Left Thumbstick. You'll hear a sound to confirm that the movies have been unlocked.

MAJOR LEAGUE BASEBALL 2K7

Cheat Passwords

Select "My 2K7" from the main menu, then choose "Enter Cheat Code" and enter any of the following case-sensitive passwords:

mightymick—Unlock Mighty Mick cheat

triplecrown—Unlock Triple Crown cheat

m4murder—Unlock Big Blast cheat

phmantle—Unlock Pinch Hit Mick cheat

Derek Jeter—Unlock most cheats

Game On—Unlock all extras

MARVEL: ULTIMATE ALLIANCE

Cheat Codes

Select "Review" from the main menu and enter any of the following codes:

Unlock all Cinematics—Up, Left, Left, Up, Right, Right, Up, START

Unlock all Concept Art—Down, Down, Down, Right, Right, Left, Down, START

Unlock all Comics—Left, Right, Right, Left, Up, Up, Right, START

Unlock all Load Screens—Up, Down, Right, Left, Up, Up, Down, START

Unlock All Comic Missions

Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, START.

More Cheat Codes

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes.

Earn 100,000 coins—Up, Up, Up, Left, Right, Left, START

All characters become level 99—Up, Left, Up, Left, Down, Right, Down, Right, START

Character Cheat Codes

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes.

Unlock all characters—Up, Up, Down, Down, Left, Left, Left, START

Unlock all outfits—Up, Down, Left, Right, Left, Right, START

Unlock all powers—Left, Right, Up, Down, Up, Down, START



COMMAND & CONQUER

TIBERIUM WARS

STRATEGY GUIDE

continued from page 18

THE SCRIN

Completely alien, the mysterious Scrin have joined the war for control of the Earth's tiberium supply. Although relatively weak on the ground compared to the other factions, the Scrin control the skies, with huge battle cruisers, fighters and even the ability to call down their mighty mothership to rain death upon the battlefield. Even control over the weather is not beyond the grasp of these insect-like invaders.

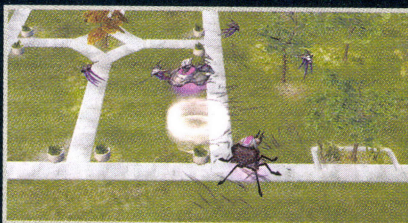
SUPPORT POWERS

Reconstruction Drones

Cost: \$1,500

Requirement: Warp Sphere

Use this power to quickly repair Scrin units in the field. Used in the heat of a large battle, this power can turn the tide of the fight in your favor.





Unlock Daredevil—Left, Left, Right, Right, Up, Down, Up, Down, START
 Unlock Silver Surfer—Down, Left, Left, Up, Right, Up, Down, Left, START

Even More Cheat Codes

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, START

Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, START

Super speed—Up, Left, Up, Right, Down, Right, START

NBA 2K6

Cheat Passwords

Enter the following codes by accessing the "Codes" option from the Features menu:

ballers—Unlock Celebrity Street Option

nba2k6—Unlock 2K6 Team

2ksports—Unlock 2K Sports team

vteam—Unlock VC team

kobe—Unlock Nike Zoom Kobe 1 shoes

crazylift—Unlock Nike Shox MTX shoes

lebronsummerkicks—Unlock Nike Zoom 20-5-5 shoes

anklebreakers—Unlock Nike Up Tempo Pro shoes

PowerBar Cheat Codes

Enter the following codes at the PowerBar vending machine inside the Crib:

lockdown—Unlock +10 Defensive Awareness cheat

getaclue—Unlock +10 Offensive Awareness cheat

noinjury—Unlock Max Durability cheat

nrmax—Unlock Unlimited Stamina cheat

pbink—Unlock PowerBar tattoo in the Create Player mode

NEED FOR SPEED: CARBON

Cheat Codes

Enter the following codes at the main menu to unlock the corresponding cheat. When you enter a working code a confirmation message with a description of the code will appear on the screen.

Infinite Crew Charge—

Down, Up, Up, Right, Left,

Left, Right, X

Infinite Nitrous—Left, Up,

Left, Down, Left, Down, Right, X

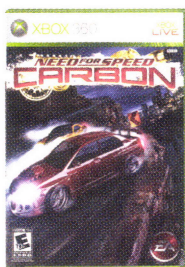
Infinite Speedbreaker—Down, Right, Right, Left, Right, Up, Down, X

Need for Speed Carbon Logo Vinyls unlocked—

Right, Up, Down, Up, Down, Left, Right, X

Need for Speed Carbon Special Logo Vinyls unlocked—Up, Up, Down, Down, Down, Down, Up, X

Unlock Castrol cash—Down, Up, Left, Down, Right, Up, X, B



NHL 2K6

Cheat Code

Select "Options" from the main menu, then choose the "Manage Profiles" option. Use LT or RT to select a free slot, then select "Create New Profile" and enter the name "Turco813" (note: only the T should be capitalized). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

QUAKE 4

Cheat Codes

At any time during gameplay, press BACK and enter any of the following codes when the Objectives window appears. Be quick, though, because the game doesn't pause and you're vulnerable to attack.

Full health—B, A, B, A, Up, Up, Down, X

Health meter never goes below 1 (falling will still kill you)—Down, Up, Down, Down, Up, Right, Left, Right, Y, X, X, A

Unlock all weapons, earn 100% health and 100% armor—Up, Up, Down, Down, Left, Right, Left,

Right, B, A



RUMBLE ROSES XX

Swap Characters' Intro Music and Dance Themes

At the "Vs." screen just before the match starts, hold LT and press A; the characters' intro themes will swapped when the match starts.

SUPERMAN RETURNS

Cheat Codes

At any time during gameplay and after completing the first set of gladiator battles, pause the game

and enter the following codes at the pause menu:

Unlock all Ground and Air Moves/earn maximum

rank Super Breath, Freeze Breath and Heat Vision—

Left, Y, Right, X, Down, Y, Up, Down, X, Y, X

Unlock all Costumes, Trophies and Bonus Theater

items—Left, Up, Right, Down, Y, X, Y, Up, Right, X

Infinite stamina—Up, Up, Down, Down, Left, Right,

Left, Right, Y, X

Infinite Metropolis health meter—Y, Right, Y, Right,

Up, Left, Right, Y

Unlock Bizarro Rampage—Up, Right, Down, Right,

Up, Left, Down, Right, Up

TIGER WOODS PGA TOUR 06

Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following passwords:

victory—Unlock Vijay Singh in all Game Modes
 its in the game—Unlock all golfers
 eye candy—Unlock all courses
 golden bear—Unlock Nicklaus brand items in the Pro Shop
 golf is fun—Unlock EA Sports Gold Collection ball
 clubs 11—Unlock all golf clubs

TOM CLANCY'S GHOST RECON

ADVANCED WARFIGHTER

Unlock All Missions in Campaign Mode

Choose "Missions" from

the Campaign menu. At

the Missions menu, hold LT

+ RT + BACK and press Y,

RB, Y, RB, X.

Cheat Codes

At any time during game-

play, pause the game, then

hold LT + RT + BACK and

enter the following codes:

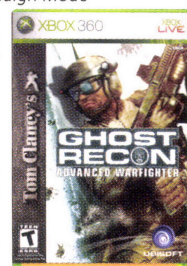
Invincibility—Y, Y, X, RB, X,

LB

Team invincibility—X, X, Y, RB, Y, LB

Infinite ammo—RB, RB, LB, X, LB, Y

Restore Mitchell's health—LB, LB, RB, X, RB, Y



TONY HAWK'S PROJECT 8

Cheat Codes

From the main

menu, go to the

"Options" menu

and enter the fol-

lowing codes in

the cheat codes

menu. After you

select "done" you

should hear a guitar

riff as a confirmation sound.

plus 44—Unlock Travis Barker in Free Skate mode

h o h o h o s o i—Unlock Christian Hosoi in Free

Skate mode

mixitup—Unlock Kevin Staab in Free Skate mode

suckstobede—Unlock Officer Dick in Free

Skate mode

notmonon—Unlock Jason Lee in Free Skate mode

enterandwin—Unlock Grim "Ripper" in Free

Skate mode

themedi—Unlock Photographer and Filmer in

Free Skate mode

militarymen—Unlock Security Guard and

Colonel in Free Skate mode

wearlosers—Unlock Bum and Nerd in Free

Skate mode

manineedadate—Unlock Beaver Mascot in

Free Skate mode

shescaresme—Unlock Pat in Free Skate mode

strangefellows—Unlock Local Skater and

Dad in Free Skate mode

needaride—Unlock all Decks in Career mode

yougotital—Unlock all Specials in Career mode

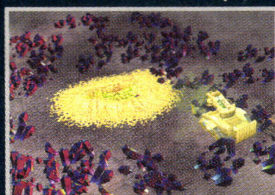


Tiberium Vibration Scan

Cost: \$500

Requirement: Nerve Center

The Scrin are attuned to the tiberium around them. This power lights up all of the tiberium fields on the map, as well as units and structures that are carrying or storing the substance. If there are harvesters, refineries and silos on the map, using this power shows you exactly where they are—and where you'll find the enemy base.

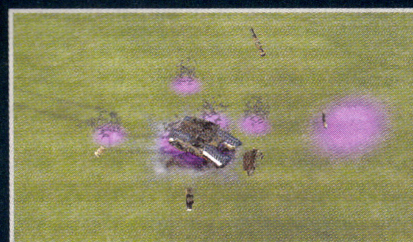


The Swarm

Cost: \$1,000

Requirement: Nerve Center

This power causes a swarm of seven buzzer units to appear at the targeted location. Use it to disrupt groups of enemy infantry, or to send buzzers into an area of garrisoned buildings to clear them out fast.



Lightning Spike

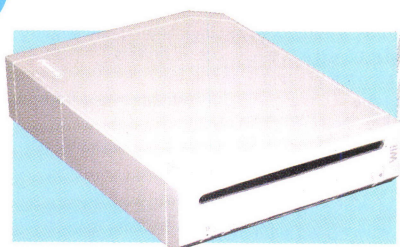
Cost: \$1,000

Requirement: Nerve Center

This power instantly creates a defensive tower anywhere on the map. Use it when the enemy has found an unguarded route into your base or if you need some extra firepower in a pitched battle.



continued



Wii tips

NOTE: When entering codes with the Wii Remote, be sure that the controller is oriented in the direction recommended by the game in question. For example, pressing Up on the D-pad when the Wii Remote is vertical is not the same as pressing Up when it's horizontal, because the D-pad is rotated along with the controller.

ALTERED BEAST (Virtual Console)

Stage Select + Cheat Menu

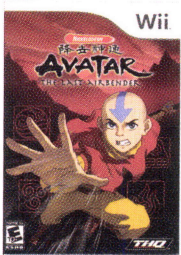
At the title screen, hold 1 on the Wii Remote (B on the Classic Controller or A on the GameCube controller) and press **+** or **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **+** or **START**; when the title screen appears, hold A on the Wii Remote (Y on the Classic Controller or B on the GameCube controller) and press **+** or **START** to warp to the chosen stage.

AVATAR: THE LAST AIRBENDER

Cheat Codes

Choose "Extras" from the main menu, then select "Code Entry" and enter the following codes:

94677—Unlimited health
24463—Unlimited Chi
23637—Unlimited Copper
34743—Double damage
53467—Neverending stealth
54641—1-hit dishonor
37437—Unlock all Treasure Maps



BARNYARD

Cheat Codes

Hold **C + Z** on the Nunchuk at the main menu and enter the following codes using the D-pad of the Wii Remote:

Unlock all Bonus items—Up, Right, Down, Left, Left, Down, Right, Up
Unlock all Antics—Up, Left, Down, Right, Right, Down, Left, Up

More Cheat Codes

At any time during gameplay, hold **C + Z** on the Nunchuk and enter the following codes using the D-pad of the Wii Remote:

Earn 9,999 Gopher Bucks—Down, Down, Left, Left, Left, Left, Up, Left
Earn all Knapsack and Flower Pack items—Down, Down, Up, Right, Left, Left, Right, Up

BOMBERMAN '93 (Virtual Console)

Boss Passwords

H M P H C K N C—Planet Quarry A-8
H M P H B H L C—Blossom Planet B-8

L N P H G H R C—Planet Inferno C-8

M N P H B K Q C—Planet Wither D-8

N N P H B K R C—Planet Surf E-8

Q N P H B K S C—Ice Planet F-8

R N P H B K T C—Planet Techo G-8

CALL OF DUTY 3

Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold **+** and press **Right, Right, Left, Left, 2, 2**. All Chapters will now be unlocked.

CARS

Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I M S P E E D—Faster acceleration

V R O O O M—Unlimited Boost meter

Y A Y C A R S—Unlock all cars

R 4 M O N E—Unlock all paint schemes for all unlocked vehicles

M A T T L 6 6—Unlock all Arcade games

I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games

T R G T E X C—Unlock Mater's Countdown Clean-Up

Mini-game and Mater's Speedy Circuit Road Race

C O N C 3 P T—Unlock all character and environment art

W A T C H I T—Unlock all movie clips and deleted scenes

CHEW MAN FU (Virtual Console)

Level Select

Select "Password" from the main menu and enter the password 677261, then select "1 Player" or "2 Players." When the Area and Round number screen is displayed, press **Up** or **Down** on the D-pad to choose any starting stage. Note: The flag that Master Monk is holding shows the level number. There are 50 rounds in each of the ten levels, for a total of 500 rounds.

Special Game

At the main menu, hold **-** and 2 and press diagonally **Up/Left** on the D-pad; you'll hear a chime to



confirm. (On the Classic Controller, hold **SELECT + A** and press **Up/Left**; on the GameCube controller, hold **Z + A** and press **Up/Left**.) When the game starts, all of the spheres will be gold and will not change to their real colors until you place them on the correct colored panels.

DONKEY KONG COUNTRY (Virtual Console)

Start With 50 Lives

At the "Select a Game" menu, highlight "Erase Game" and press

B, A, R, R, A, L. You'll hear a chime to confirm the code, and you'll start the game with 50 lives in reserve.

Music Test

At the "Select a Game" menu, highlight "Erase Game" and press **Down, A, R, B, Y, Down, A, Y**. You'll hear a chime to confirm the code; now you can press the **SELECT** button to cycle through the different songs in the game.

Two-Player Competition

At the "Select a Game" menu, highlight "Erase Game" and press **B, A, Down, B, Up, Down, Down, Y**. You'll hear a chime to confirm the code. Start a game in Two Player Team mode, and you'll find that you can steal the character control from your partner at any time by pressing **SELECT**.



ECCO THE DOLPHIN (Virtual Console)

Super Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, enter the following code on the controller you're using:

Wii Remote—**Right, 1, 2, 1, 2, Down, 2, Up**
Classic Controller—**Right, B, A, B, A, Down, A, Up**
GameCube Controller—**Right, A, X, A, X, Down, X, Up**

A cheat menu will appear, offering such options as stage select, sound test, message test, invincibility and more.

MARVEL: ULTIMATE ALLIANCE

Cheat Codes

Select "Review" from the main menu and enter any of the following codes:

Stasis Shield

Cost: \$1,000

Requirement: Stasis Chamber

This power creates a large force field over your units, protecting them from attack but also disabling their attacks for a short time. Use it on units in the field when they need to make a hasty retreat.

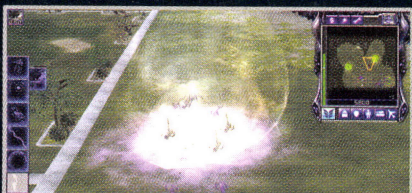


Phase Field

Cost: \$1,500

Requirement: Technology Assembler

The phase field takes units out of the battle for a short time, giving them a huge increase to armor but also disabling their ability to attack. Use it on attacking enemy units to give you time to get your own units into position, or on your own units if they're about to be destroyed.

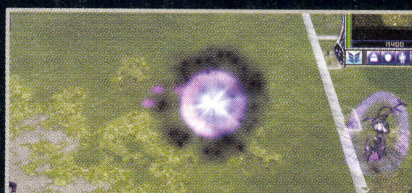


Wormhole

Cost: \$2,000

Requirement: Signal Transmitter

Although the Scrin lack the ability to transport their units across the battlefield, they can open rifts in space that allow their troops to move—instantly—from one point to another. This power is great for moving your base defenders into offensive positions quickly as needed.



Unlock all Cinematics—Up, Left, Left, Up, Right, Right, Up, +
 Unlock all Concept Art—Down, Down, Down, Right, Right, Left, Down, +
 Unlock all Comics—Left, Right, Right, Left, Up, Up, Right, +
 Unlock all Load Screens—Up, Down, Right, Left, Up, Up, Down, +
Unlock All Comic Missions
 Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, +.

Cheat Codes

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes:

Earn 100,000 coins—Up, Up, Up, Left, Right, Left, +
 All characters become Level 99—Up, Left, Up, Left, Down, Right, Down, Right, +

Character Cheat Codes

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:

Unlock all characters—Up, Up, Down, Down, Left, Left, Left, +

Unlock all outfits—Up, Down, Left, Right, Left, Right, +

Unlock all powers—Left, Right, Up, Down, Up, Down, +

Even More Cheat Codes

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, +

Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, +

Super speed—Up, Left, Up, Right, Down, Right, +

NEW ADVENTURE ISLAND (Virtual Console)

Round Select

At the title screen, press Left, Left, 2, Right, Right, 1, Up, Down, Up, Down. (If you're using the Classic Controller or GameCube controller, press Left, Left, A, Right, Right, B, Up, Down, Up, Down instead.) You'll hear the music change, and a number will appear in the lower left corner of the screen. Press Up or Down on the D-pad to change the number, then press START to skip to the round you chose.

RAMPAGE: TOTAL DESTRUCTION

Cheat Codes

At the main title screen, hold the - and + buttons; a code entry window will appear. Press Up or Down to change the numbers in each of the squares and you can enter the following cheat codes:



2 7 1 8 2 8—Unlock all Cities
 1 4 1 4 2 1—Unlock all Monsters and Cities
 0 7 1 7 6 7—Single-hit destruction
 9 8 6 9 0—Invulnerable monsters
 0 1 1 2 3 5—All upgrades
 0 8 2 8 6 4—Enable autoplay
 8 7 4 0 9 8—Enable quick autoplay
 6 6 7 3 0 x—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)
 0 0 0 0 0—Reset all cheats

SOLOMON'S KEY (Virtual Console)

Continue

When you lose your last life, you can continue at the last level you reached by pressing Up + 1 + 2 at the screen that shows your score. (On the Classic Controller, press Up + A + B.)

SPONGEBOB SQUAREPANTS

CREATURE FROM THE KRUSTY KRAB

Cheat Passwords

Choose "Extras" from the main menu, then select "Cheat Codes" and enter any of the following passwords:

V I G O R—Infinite health in all platform levels
 G A S S Y—Infinite fuel in all flying levels
 E M C S Q R—Infinite time in all driving levels
 R O C F I S H—Earn 30,000 Z's
 T I S S U E—Activate Sleepy Seed detector
 G U D G E O N—Unlock all levels in Free Play mode
 P O R K P I E—Unlock bonus artwork

SSX BLUR

Cheat Passwords

Select "Options" from the main menu, then choose "Cheats" and enter any of the following case-sensitive passwords:

N o H o l d s—Unlock all characters
 W i l d F u r—Unlock Yeti outfit
 C l o t h S h o p—Unlock all outfits for every character



SUPER STAR SOLDIER (Virtual Console)

Secret Menu

Enter the following code on the Wii Remote at the title screen: Press Left, 1, Up, 1, Right, 1, Down, 1, Left, 2, Up, 2, Right, 2, Down, 2, then press 2 and 1 eight times simultaneously, then press -- and 2 eight times simultaneously. (On the Classic Controller, press Left, B, Up, B, Right, B, Down, B, Left, A, Up, A, Right, A, Down, A, then press B and A eight times simultaneously, then press SELECT and A eight times simultaneously. On the GameCube controller, press Left, B, Up, B, Right, B, Down, B, Left, A, Up, A, Right, A, Down, A, then press B and

A eight times simultaneously, then press Z and A eight times simultaneously.) A menu will appear that allows you to sample the game's music/sound effects or adjust the game's difficulty.

TOEJAM & EARL (Virtual Console)

Obtain Rocket Ship Pieces

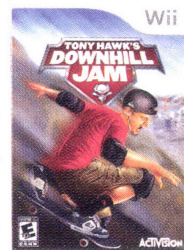
Enter the following code on the Wii Remote while the game is paused: Press Up + A + 1 + 2 simultaneously, then Right + A, then Down + 1, then Left + 2. (If you're using the Classic Controller, press Up + Y + B + A simultaneously, then Right + Y, then Down + B, then Left + A.) You will hear a sound to confirm that the code has been entered correctly. You will now have all but one of the rocket ship pieces. Go to the next level to find the last piece.

TONY HAWK'S DOWNHILL JAM

Cheat Codes

Choose "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I N T E R F A C I N G—Unlock all skaters
 R A I D T H E W O O D S H E D—Unlock all skateboards and outfits
 F R E E B O Z Z L E R—Unlock all movies
 A D V E N T U R E S O F K W A N G—Unlock all events
 O O T B A G H F O R E V E R—Unlock Free Boost cheat
 P O I N T H O G G E R—Unlock Always Special cheat
 I M I S S M A N U A L S—Unlock Unlock Manuals cheat
 L I K E T I L T I N G A P L A T E—Unlock Perfect Rail cheat
 T I G H T R O P E W A L K E R—Unlock Perfect Manual cheat
 I A M B O B—Unlock Perfect Stats cheat
 W A T C H F O R D O O R S—Unlock Extreme Car Crashes cheat
 F I R S T P E R S O N J A M—Unlock First Person Skater cheat
 C H I M N E Y S W E E P—Unlock Shadow Skater cheat
 E V I L C H I M N E Y S W E E P—Unlock Demon Skater cheat
 D O W N T H E R A B B I T H O L E—Unlock Mini Skater cheat
 I W A N N A B E T A L L T A L L—Unlock Giganto-Skater cheat
 N O W Y O U S E E M E—Unlock Invisible Skater cheat
 F O U R L I G H T S—Unlock Skate as a Work of Art cheat
 H E L L O H E L I U M—Unlock Chipmunk Voices cheat
 T O N Y F I S H D O W N H I L L J A M—Unlock Power Of The Fish! cheat
 B I R D B I R D B I R D B I R D—Unlock Especially Large Birds cheat
 S H R I N K T H E P E O P L E—Unlock Tiny People cheat

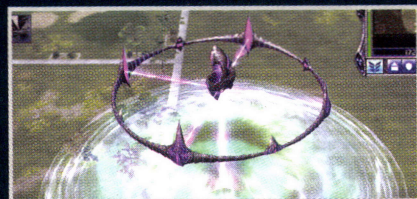


Mothership

Cost: \$5,000

Requirement: Signal Transmitter

This power gives you control of the Scrin mothership, a huge weapons platform. It can send a beam of energy into the ground below it, creating a shockwave that will damage or destroy anything caught in the blast. The mothership moves slowly, so keep other units nearby to defend it.

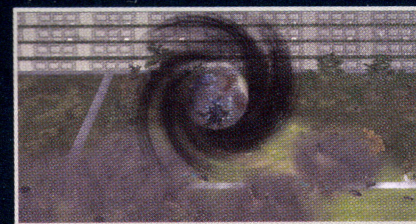


Rift

Cost: N/A

Requirement: Rift Generator

Like the other super powers, the rift is a focused, high-damage attack against a large targeted area. Used together with the swarm, mothership and wormhole powers, you can quickly wipe an enemy base off the map with this power.



GROUND UNITS

Buzzers

Cost: \$200

Requirements: Portal

Abilities: Clear Garrisoned Structure, Combine With Alien Vehicles
 Cheap and fast, buzzers swarm right into enemy squads, tearing into flesh and armor and leaving nothing behind...and they can clear out garrisoned structures, giving the Scrin the cheapest unit in the game with this ability. Buzzers can also attach to most Scrin vehicles, adding extra anti-infantry power to those units.



continued



PlayStation 3 tips

BLAZING ANGELS: SQUADRONS OF WWII

Main Menu Cheat

At the main menu, hold L2 + R2 and press \square , L1, R1, Δ , Δ , R1, L1, \square to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.

Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold L2 and press \square , Δ , Δ , \square , release L2, then hold R2 and press Δ , \square , Δ , \square

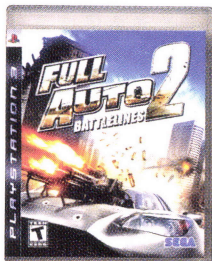
Increase damage—Hold L2 and press L1, L1, R1, release L2, then hold R2 and press R1, R1, L1

FULL AUTO 2: BATTLELINES

Cheat Codes

Choose "Settings" from the main menu, then select "Extras" and access the "Cheat Codes" option from the Extras menu. Now you can enter the following password:

10E6CUSTOMER—Unlock Sceptre vehicle and Mini-Rockets in Arcade mode



MARVEL: ULTIMATE ALLIANCE

Unlock All Comic Missions

Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, START.

Cheat Codes

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes.

Earn 100,000 coins—Up, Up, Up, Left, Right, Left, START

All characters become level 99—Up, Left, Up, Left, Down, Right, Down, Right, START

Character Cheat Codes

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes.

Unlock all characters—Up, Up, Down, Down, Left, Left, Left, START

Unlock all outfits—Up, Down, Left, Right, Left, Right, START

Unlock all powers—Left, Right, Up, Down, Up, Down, START

Even More Cheat Codes

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, START

Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, START

Super speed—Up, Left, Up, Right, Down, Right, START

NBA 2K7

Cheat Codes

Choose "Features" from the main menu, then select "Codes" and enter any of the following passwords to unlock the corresponding cheat.

When you enter a correct password, you'll see a confirmation message pop up on the screen.

no rest—Unlock Unlimited Stamina

iron man—Unlock Max. Durability

gets tops—Unlock +10 Defensive Awareness

in the zone—Unlock +10 Offensive Awareness

best sim—Unlock NBA 2K Team

rt a 1 s p e—Unlock Superstars

t n s 9 r o i—Unlock International All-Stars

t o p p s 2 k s p o r t s—Unlock Topps 2K Sports All-Stars

b c b 8 s t a—Unlock Bobcats secondary jersey

z j b 3 l a u—Unlock Jazz secondary jersey

n r d 4 e s j—Unlock Nets secondary jersey

z w 9 i d l a—Unlock Wizards secondary jersey

s y t 6 c i i—Unlock 2007 All-Star uniforms

t p k 7 s g n—Unlock St. Patrick's Day uniforms

v d r 5 l y a—Unlock Valentine's Day uniforms

p a y r e s p e c t—Unlock ABA Ball

p l y 8 m i a—Unlock All-Star Ball



NEED FOR SPEED: CARBON

Cheat Codes

Enter the following codes at the main menu to unlock the corresponding cheat:

Infinite Crew Charge—Down, Up, Up, Right, Left, Left, Right, \square

Infinite Nitrous—Left, Up, Left, Down, Left, Down, Right, \square

Infinite Speedbreaker—Down, Right, Right, Left, Right, Up, Down, \square

TIGER WOODS PGA TOUR 07

Cheat Password

Press L1 at the main menu, then select "Password" from the options menu and enter the password "tengallonhat" to give the crowd big heads.



TONY HAWK'S PROJECT 8

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

plus 44—Unlock Travis Barker in Free Skate mode

h o h o h o s o i—Unlock Christian Hosoi in Free Skate mode

m i x i t u p—Unlock Kevin Staab in Free Skate mode

s u c k s t o b e d a d—Unlock Officer Dick in Free Skate mode

n o t m o n o—Unlock Jason Lee in Free Skate mode

e n t e r a n d w i n—Unlock Grim Ripper in Free Skate mode

t h e m e d i a—Unlock Photographer and Filmer in Free Skate mode

m i l i t a r y m e n—Unlock Security Guard and Colonel in Free Skate mode

w e a r e l o s e r s—Unlock Bum and Nerd in Free Skate mode

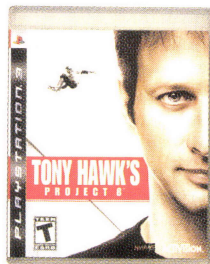
m a n i n e e d a t e—Unlock Beaver Mascot in Free Skate mode

s h e s c a r e s m e—Unlock Pat in Free Skate mode

s t r a n g e f e l l o w s—Unlock Local Skater and Dad in Free Skate mode

n e e d a r i d e—Unlock all Decks in Career mode

y o u g o t i t a l l—Unlock all Specials in Career mode



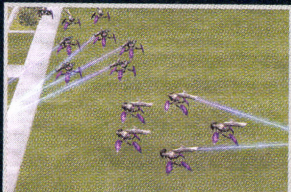
Disintegrators

Cost: \$300

Requirements: Portal

Abilities: Explodes When Crushed

The Scrin's basic anti-vehicle unit, disintegrators have the extra benefit of detonating when rolled over by enemy tanks. This makes them ideal frontline units to defend important areas against large attack forces—most enemies will think twice before sending their expensive armored units across a line of disintegrators.



Assimilator

Cost: \$500

Requirements: Portal

Abilities: Stealthed When Standing Still,

Repair Structure, Capture Walker Husk,

Repair Structure, Repair Bridge

Similar to the engineer and saboteur of GDI and Nod. It has the added bonus of

stealth. Use it to sneak up and capture buildings on the perimeter of enemy bases.



Shock Trooper

Cost: \$800

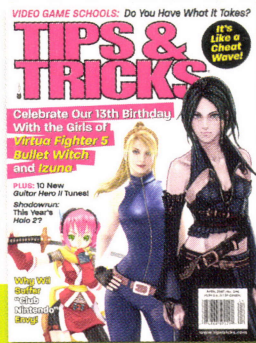
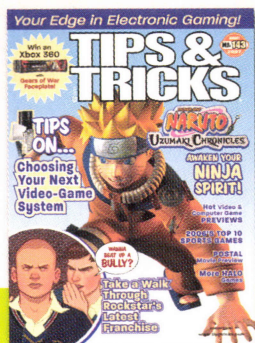
Requirements: Portal, Nerve Center, Stasis Chamber

Abilities: N/A

Heavy infantry units, shock troopers can be upgraded with blink packs, allowing them to quickly teleport across the battlefield.



continued



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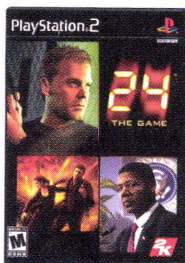
PlayStation 2 tips

24: THE GAME

Cheat Codes

Hold **L1 + L2 + R1 + R2** at the main menu for ten seconds; a "Security Clearance" box will appear, allowing you to enter the following codes. Hold **X** and press **Left** or **Right** to scroll through letters and numbers. After you enter the code, press **□**. If the code is valid, it will light up yellow. The codes for all levels and bonuses will only work if you have save data from the game on your memory card. The levels and bonuses can be accessed from the box labeled "Previously on 24" on the main menu.

66BAUER—Invulnerability
62ALMEIDA—Infinite ammo
72DESSLER—All levels
54PALMER—All bonuses



ATV OFFROAD FURY 4

Cheat Codes

Choose "Options" from the main menu, then select "Profile" and access the "Cheat" option. Now enter any of the following codes. (Note: Enter the upper and lowercase letters exactly as shown.)

T r a x A h o y—Unlock all tracks
! M e g a W e d g e !—75,000 credits
w 3 5 t 5 t R 3 3 t—Unlock all movies
u D u n G u d—Unlock all sponsors
D e v v o—Show renderer stats

BARNYARD

Cheat Codes

Hold **R1 + R2** at the main menu and enter the following codes:

Unlock all Bonus items—**△, ○, X, □, □, X, ○, △**
 Unlock all Antics—**△, □, X, ○, ○, X, □, △**

More Cheat Codes

At any time during gameplay, hold **R1 + R2** and enter the following codes:

Earn 9,999 Gopher Bucks—**X, X, □, □, □, □, △, □**
 Earn all Knapsack and Flower Pack items—**X, X, △, ○, □, □, ○, △**

BATTLEFIELD 2: MODERN COMBAT

Earn All Weapons

At any time during gameplay, hold **L2 + R2** and press **Right, Right, Down, Up, Left, Left**.

Mastermind

Cost: \$1,500

Requirements: Portal, Stasis Chamber, Technology Assembler

Abilities: Teleport Allies, Manipulator Device
 The mastermind can teleport friendly units to a new location on the battlefield, as well as to take control of a single enemy building or unit. Turning a powerful enemy unit against its own attack force can end an assault quickly...and if the mastermind gets into trouble, you can have him teleport units to his side for protection.



CAPCOM CLASSICS COLLECTION VOLUME 2

Unlock All Bonus Extras

At the title screen, press **Left, Right, Up, Down, L1, R1, L1, R1**. You will see a message on the screen and hear a sound to confirm that the code has been entered correctly.

CARS

Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I M S P E E D—Faster acceleration
V R O O O M—Unlimited Boost meter
Y A Y C A R S—Unlock all cars
R 4 M O N E—Unlock all paint schemes for all unlocked vehicles
M A T T L 6 6—Unlock all Arcade games
I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games
T R G T E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race
C O N C 3 P T—Unlock all character and environment art
W A T C H I T—Unlock all movie clips and deleted scenes

CARTOON NETWORK RACING

Unlock Everything

At the main menu, press **Down, ○, Down, □, Up, Down**; a confirmation message will appear and you'll hear a sound if you have entered the code correctly.

THE DA VINCI CODE

Cheat Passwords

Choose "Options" from the main menu, then select "Codes" and enter any of the following passwords:

CLOS LUCE 1519—Unlock all levels
ET IN ARCADIA EGO—Unlock all secrets
APOCRYPHA—Unlock all Visual Database items
SACRED FEMININE—Extended health
VITRUVIAN MAN—Invincibility
PHILLIPS EXETER—One-hit kills
ROYAL HOLLOWAY—One-hit weapon kills



DRAGON BALL Z: SAGAS

Cheat Codes

Select "Controller" from the pause menu and enter the following codes at the controller screen:

All upgrades purchased—**Up, Left, Down, Right, SELECT, START, □, X, ○, △**
 Invincibility—**Down, X, SELECT, START, Right, □, Left, ○, Up, △**
 Unlock Everything

Choose "Options" from the main menu, then press **Up, Down, Up, Down, Left, Right, Left, Right, SELECT, START, SELECT, START, □, ○, □, ○, X, X, START** at the Options menu. This code unlocks all of the stages in Play Sagas mode and all Extras; it also unlocks all of the stages and characters in Pendulum mode.

EVOLUTION SKATEBOARDING

Secret Characters

At the main title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, ○**. At the character-select screen, highlight any character and press the **○** button to select a different hidden character at each one.

Unlock All Stages

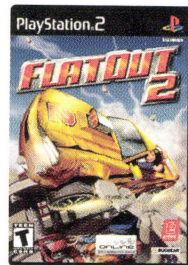
At the main title screen, press **L2, R2, Left, Right, Left, Right, Left, Right, Down, Down, Up, Up, Down, Up**.

FLATOUT 2

Cheat Passwords

Choose "Extras" from the main menu, then select "Enter Code" and enter any of the following passwords:

G I E V E P I X—Earn 1,000,000 CR in Career mode and unlock all cars in all modes
W O T K I N S—Unlock Flatmobile vehicle in all modes except Career
K A L J A K O P P A—Unlock Rocket vehicle in all modes except Career
R U T T O—Unlock Pimpster vehicle in all modes except Career



FREEDOM FIGHTERS

Cheat Codes

Enter the following codes at any time during gameplay:

Gun Walker

Cost: \$700

Requirements: Warp Sphere

Abilities: Combine With Buzzers

Gun Walkers are basic mobile weapons platforms with solid anti-infantry and anti-air capabilities. They can be joined with a unit of buzzers to give them additional infantry-slaughtering power.



Seeker

Cost: \$800

Requirements: Warp Sphere

Abilities: Combine With Buzzers

Similar to the gun walker, seekers are useful against enemy vehicles and aircraft. Like most other Scrin vehicles, they can join with buzzers for extra attack power.



SMG and misc. items— Δ , \times , \square , \circ , Δ , Up
 Shotgun and misc. items— Δ , \times , \square , \circ , Up
 Heavy Machine Gun and misc. items— Δ , \times , \square , \circ ,
 Δ , Down
 Sniper Rifle and misc. items— Δ , \times , \square , \circ , Δ , Right
 Rocket Launcher and misc. items— Δ , \times , \square , \circ , Δ ,
 Left
 Maximum Charisma— Δ , \times , \square , \circ , \times , Down
 Infinite ammo— Δ , \times , \square , \circ , \times , Right
 Toggle Nailgun Mode— Δ , \times , \square , \circ , \times , Left
 Toggle slow motion— Δ , \times , \square , \circ , \circ , Right
 Toggle fast forward— Δ , \times , \square , \circ , \circ , Down
 Toggle FlyMo Ragdoll Mode— Δ , \times , \square , \circ , \square , Up
 Toggle Blind Mode— Δ , \times , \square , \circ , \circ , Left

FULL SPECTRUM WARRIOR: TEN HAMMERS

Unlock All Single Player Missions

Choose "Bonus Material" from the main menu, then select "Cheats." Enter FULLSPECTRUMPW-NAGE as the password and exit the menu. Choose "Single Player Campaign," then select "Restart" to pick any level.

THE GODFATHER: THE GAME

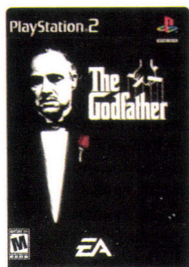
Cheat Codes

At any time during game-play, press START to pause the game and enter any of the following codes at the pause menu:

Refill health—Left, \square ,
 Right, \circ , Right, L3
 Refill ammunition— \circ ,
 Left, \circ , Right, \square , R3
 Earn \$5,000— \square , \circ , \square , \square ,
 \circ , L3

Unlock All Movies in the
 Film Archive

At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press \circ , \square , \circ , \square , L3. You'll hear a sound to confirm that the movies have been unlocked.



GRAND PRIX CHALLENGE

Cheat Passwords

Earn a new lap record on any track. When the "Enter Name" screen appears, enter any of the following names for the desired cheat:

REDJOCKS—Unlock Ace difficulty
 IMHRA CING—Unlock all Grand Prix Challenges
 TEAMPEEP—Unlock all Circuits in Quick Race, Grand Prix and Time Trial modes

GRAND THEFT AUTO: LIBERTY CITY STORIES

Secret Cheat Codes

Enter the following cheat codes at any time during the game (not while paused):

Full health—L1, R1, \times , L1, R1, \square , L1, R1
 Full armor—L1, R1, \circ , L1, R1, \times , L1, R1
 Earn \$250,000—L1, R1, Δ , L1, R1, \circ , L1, R1
 Weapons Set 1 (Brass Knuckles, Knife, Molotov
 Cocktail, Handgun, Shotgun, Machine Gun, AK-47,

Flamethrower, Sniper Rifle)—Up, \square , \square , Down, Left,
 \square , \square , Right

Weapons Set 2 (Brass Knuckles, Katana, Remote-
 Controlled Grenades, Revolver, Sawed-Off Shotgun,
 MAC-10, M-16, RPG, Semi-Automatic Sniper Rifle)—
 Up, \circ , \circ , Down, Left, \circ , \circ , Right

Weapons Set 3 (Brass Knuckles, Chainsaw,
 Grenades, Revolver, Automatic Shotgun, Subma-
 chine Gun, M-16, Gatling Gun, Semi-Automatic
 Sniper Rifle)—Up, \times , \times , Down, Left, \times , \times , Right

Lock "Wanted" level at 0—L1, L1, Δ , R1, R1, \times , \square ,
 \circ

THE GRIM ADVENTURES OF BILLY & MANDY

View Concept Art Sketch

At the main menu, hold \circ and press Up, Up, Down,
 Down, Left, Right, Left, Right, then release \circ .

GUITAR HERO

Cheat Codes

Enter any of the following codes on the Guitar Hero
 controller at the main menu:

Unlock everything—Yellow, Orange, Blue, Blue, Or-
 ange, Yellow, Yellow

Rock Meter always green—Yellow, Blue, Orange,
 Orange, Blue, Blue, Yellow, Orange

Player uses Red Octane guitar—Blue, Orange, Yel-
 low, Blue, Blue

Player uses air guitar—Orange, Orange, Blue, Yel-
 low, Orange

Crowd has monkey heads—Blue, Orange, Yellow,
 Yellow, Yellow, Blue, Orange

Crowd has skull heads—Orange, Yellow, Blue, Blue,
 Orange, Yellow, Blue, Blue

Venues disappear—Blue, Yellow, Orange, Blue, Yel-
 low, Orange

GUITAR HERO II

Cheat Codes

Enter any of the following codes on the Guitar
 Hero controller at the main menu to activate the de-
 sired cheat. A con-
 firmation message
 will appear each
 time you enter a code correctly. For some of the
 codes, you can repeat the code to disable the ef-
 fects.

"Air Guitar" (guitar turns invisible)—Yellow, Yellow,
 Blue, Orange, Yellow, Blue

"Hyper Speed Track" (increase track speed by 1.5x
 normal)—Orange, Blue, Orange, Yellow, Orange,
 Blue, Orange, Yellow

"Flaming Head" (guitarist's head is flaming)—Or-
 ange, Yellow, Orange, Orange, Yellow, Orange, Yel-
 low, Yellow

"Horse Head" (band has horse heads)—Blue, Or-
 ange, Orange, Blue, Orange, Orange, Blue, Orange,
 Orange, Blue



"Eyeball Head Crowd" (crowd has eyeball heads)—
 Blue, Orange, Yellow, Orange, Yellow, Orange, Blue
 "Monkey Head Crowd" (crowd has monkey
 heads)—Orange, Blue, Yellow, Yellow, Orange,
 Blue, Yellow, Yellow
 "Performance Mode"—Yellow, Yellow, Blue, Yellow,
 Yellow, Orange, Yellow, Yellow

HALF-LIFE

Cheat Codes

Select "Options" from the main menu, then select
 "Cheat Codes" and enter the following codes:

Xen gravity—Up, Δ , Down, \times , Up, Δ , Down, \times
 Invincibility—Left, \square , Up, Δ , Right, \circ , Down, \times
 Infinite ammo—Down, \times , Left, \circ , Down, \times , Left, \circ
 Invisibility—Left, \square , Right, \circ , Left, \square , Right, \circ
 Slow motion—Right, \square , Up, Δ , Right, \square , Up, Δ
 Alien mode—Up, Δ , Up, Δ , Up, Δ , Up, Δ

THE INCREDIBLES

Cheat Codes

At any time during the game, press the START but-
 ton to pause, then select "Secrets" from the Game
 Paused menu and enter any of the following codes.
 Note that some codes will only work when you are
 playing as one specific character.

U D D L R L R B A S—Refill health meter
 S M A R T B O M B—Kill everything within range of
 Mr. Incredible

S H O W T I M E—Refill Mr. Incredible's Incredi-
 meter

F L E X I B L E—Refill Mrs. Incredible's Incredi-meter
 C T R A V I S—Infinite Incredi-meter for a limited
 time

THE INCREDIBLES: RISE OF THE UNDERMINER

Cheat Passwords

At any time during gameplay, pause the game and
 choose the "Menu" option, then select "Secrets"
 and enter any of the following passwords:

L E V E L L O C K S M I T H—Unlock all missions
 S H O W M E—Unlock all Gallery items
 M R I P R O F—Earn 1,000 XP for Mr. Incredible
 F R O Z P R O F—Earn 1,000 XP for Frozone
 M R I M A S T E R—Maximum level and all upgrades
 for Mr. Incredible
 F R O Z M A S T E R—Maximum level and all up-
 grades for Frozone
 W H Y M U S S T W E F I G H T—Infinite Super Moves

JAWS: UNLEASHED

Cheat Codes

When starting a

new game, enter

one of the follow-

ing passwords as

your profile name

to unlock the cor-

responding cheat:

S H A A A R K—

Unlock all levels

B L O O O O D—Earn 1,000,000 Ability points



Devourer Tank

Cost: \$1,400

Requirements: Warp Sphere, Nerve Center
Abilities: Conversion Beam, Combine With
 Buzzers

The devourer's conversion beam absorbs
 tiberium to increase the power of its long-
 range laser cannon. One good use for this
 unit is to send it through a wormhole to a
 position near the enemy's tiberium field,
 have it power up
 the laser on the
 crystals and then
 destroy their
 harvester quickly
 before returning
 through the
 wormhole.



Corrupter

Cost: \$1,000

Requirements: Warp Sphere, Nerve Center
Abilities: Clear Garrisoned Structures, Re-
 pair Alien Vehicles, Combine With Buzzers

Corrupters shoot a jet of noxious liquid
 which can wipe out squads of infantry in
 moments. Aim the stream at garrisoned
 buildings to take out the defenders hiding
 inside. The corrupter's strong anti-infantry
 attack, com-
 bined with the
 ability to repair
 friendly vehicles,
 makes it a unit
 you'll want to
 include in any
 attack force.



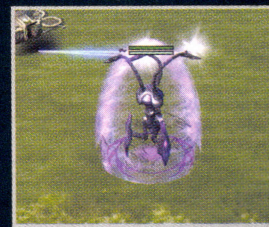
Annihilator Tripod

Cost: \$3,000

Requirements: Warp Sphere, Technology
 Assembler

Abilities: Combine With Buzzers

Straight out of *War of the Worlds*, the Scrin
 walker unit wields three independently
 tracking laser stalks, and can be upgraded
 with a shield for extra toughness. It's the
 ideal unit for
 leading any
 assault force,
 and can also
 be combined
 with buzzers
 to keep
 pesky in-
 fantry away.



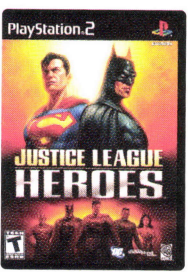
continued

JUSTICE LEAGUE HEROES

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold **L1** at the pause menu and enter any of the following codes:

- Earn 35 Boosts—Left, Right, Left, Right
- Take less damage—Left, Up, Right, Down
- Purchase all Heroes—Right, Down, Left, Up
- Unlock all Powers, all Powers are maximum rank—Right, Down, Right, Down
- Earn 20 Shields—Up, Up, Down, Down
- Purchase all alternate costumes—Down, Left, Up, Right
- Unlock all Cinematics—Down, Right, Down, Left
- One-hit kills—Up, Up, Down, Left, Up, Up, Down, Right
- Invincibility—Left, Down, Right, Up, Left, Down, Right, Up
- Unlimited Power—Down, Down, Right, Right, Up, Up, Left, Left



KILLZONE

Cheat Codes

At the main menu, hold **L1** and enter any of the following codes:

- , □, X, ○, ○—Enemies have big heads
- , □, △, ○, ○—Unlock all movies

Unlock All Levels

To unlock all levels, enter "Shooterman" as your profile name. Note: Only the "S" should be capitalized.

L.A. RUSH

Cheat Codes

Enter the following codes at any time during gameplay:

- Earn \$5,000—Up, Down, Left, Right, ○, Left, R2, Up
- Unlimited Nitro—Up, Down, Left, Right, □, Up, Down, ○, Up
- High-speed traffic—Up, Down, Left, Right, □, Right, ○, Left
- Police will not chase you—Up, Down, Left, Right, R2, □, Right, R1, Left

MARVEL: ULTIMATE ALLIANCE

Unlock All Comic Missions

Access the terminal inside Stark Towers that controls the Comic missions and press **Up, Right, Left, Down, Up, Right, Left, Down, START**.

Cheat Codes

During gameplay, pause the game and choose "Hero Details," then enter the following codes:

- Earn 100,000 coins—Up, Up, Up, Left, Right, Left, START
- All characters become Level 99—Up, Left, Up, Left, Down, Right, Down, Right, START

Character Cheat Codes

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:

- Unlock all characters—Up, Up, Down, Down, Left, Left, Left, **START**
- Unlock all outfits—Up, Down, Left, Right, Left, Right, **START**
- Unlock all powers—Left, Right, Up, Down, Up, Down, **START**

Even More Cheat Codes

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

- One-hit kills—Left, Right, Down, Down, Right, Left, **START**
- Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, **START**
- Super speed—Up, Left, Up, Right, Down, Right, **START**

MLB 07: THE SHOW

Main Menu Cheats

Enter any of the following codes at the main menu; you'll feel the controller rumble slightly each time you enter a code correctly.

- Unlock Silver Era and Golden Era teams—Left, Up, Right, Down, Down, Left, Up, Down
- Unlock all old-time stadiums—Down, Up, Right, Down, Up, Left, Up, Down

In-Game Cheats

At any time during the game, press the **START** button to pause and enter any of the following codes at the Pause menu; you'll feel the controller rumble slightly each time you enter a code correctly.

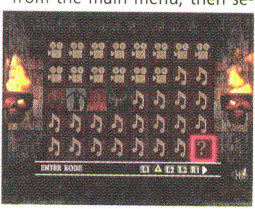
- All pitches have max. speed—Up, Left, Down, Up, Left, Right, Left, Down
- All pitches have max. break—Right, Up, Right, Down, Up, Left, Left, Down
- Big ball—Left, Up, Down, Right, Left, Left, Up, Down
- Big heads—Left, Right, Up, Up, Left, Up, Up, Left
- Tiny heads—Left, Right, Down, Down, Left, Right, Down, Left
- Randomized roster—Left, Up, Down, Up, Right, Left, Left, Down

MORTAL KOMBAT: ARMAGEDDON

Cheat Codes

Choose "The Krypt" from the main menu, then select the second "Media" page (look for a "?" icon on the bottom right corner of the page). Move the cursor to the "?" icon, press the **X** button, then enter any of the following codes:

- Unlock Meat character—Up, □, ○, ○, Up
- Unlock Blaze character—△, □, Left, L1, Left, ○
- Unlock Taven character—L2, Left, R1, Up, ○, Down



- Unlock Daegon character—R1, L1, △, Down, Down, □
- Unlock Nethership Interior Arena—R1, Left, Left, Down, L1, □
- Unlock Falling Cliffs Arena—R2, ○, □, X, ○, △
- Unlock Reiko's War Room—R2, △, R1, Up, X, X
- Unlock Shinnok's Spire—Left, Left, ○, Up, △, L2
- Unlock Pyramid of Argus—R1, L1, □, X, R2, Up
- Unlock Krimson Forest—○, L1, Up, □, ○, Down

MVP 07 NCAA BASEBALL

Cheat Codes

After selecting your team in Dynasty Mode, choose "Team Management," then choose "Create/Edit Player." Enter any of the following first and last names for the desired cheat:

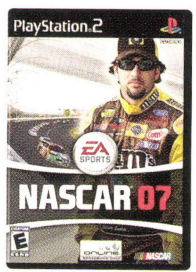
- David Hamel—Unlock all of the Challenge Items
- Andrew Fiorey—Unlock all one-star Challenge Items and Batting Cage Alumni Facility
- Geo Sarria—Unlock all two-star Challenge Items and Batting Cage and Bullpen Alumni Facilities
- Justin Cudebec—Unlock all three-star Challenge Items and Batting Cage, Bullpen and Practice Field Alumni Facilities
- Scott Forbes—Unlock all four-star Challenge Items and all Alumni Facilities

NASCAR 07

Cheat Codes

Enter any of the following case-sensitive names as your driver's first and last name in Fight to the Top mode to activate the corresponding cheat:

- GiveMe More—Start with \$10,000,000 in the bank in Fight to the Top mode
- Outta MyWay—Start with 2,000,000 Prestige points and Level 10 Prestige in Fight to the Top mode
- AllBow ToMe—Start with 10,000,000 fans and Rank 1 Popularity in Fight to the Top mode
- ItsAll ForMe—Unlock all Chase Plates in Fight to the Top mode
- TheMan InBlack—Unlock Dale Earnhardt Platinum Chase Plate



NO ONE LIVES FOREVER

Stage Select

At the main menu, highlight the "Load Game" option. Press and hold **L3 + R3**, then press the **X** button to bring up the Stage Select screen. Toggle the screens using the **R1** and **L1** buttons and press **X** to select a level. Press **△** to exit the menu.

ONIMUSHA: DAWN OF DREAMS

Cheat Codes

At the main menu, choose "Special" and place the cursor on "Exit." Now you can enter any of the following codes to unlock the desired cheat:

AIR UNITS

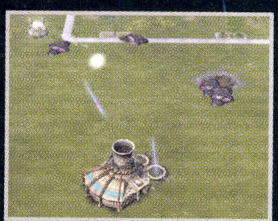
Storm Rider

Cost: \$1,500

Requirements: Gravity Stabilizer

Abilities: Increased Combat Effectiveness in Ion Storm

All Scrin aircraft become more dangerous when in or near an ion storm. Storm riders are excellent defensive units against enemy aircraft, as well as for making attack runs against buildings.



Devastator Warship

Cost: \$2,400

Requirements: Gravity Stabilizer, Technology Assembler

Abilities: Increased Combat Effectiveness in Ion Storm

The Scrin bring out the heavy guns with their warships—slow-moving, powerful airborne weapons platforms.

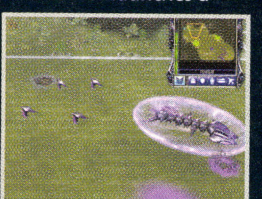


Planetary Assault Carrier

Cost: \$3,000

Requirements: Gravity Stabilizer, Signal Transmitter

Abilities: Stealth Detection, Create Ion Storm, Increased Combat Effectiveness in Ion Storm
With their aircraft made more effective by ion storms, the Scrin need a way to generate such weather. The assault carrier is the answer. In addition to stealth detection, it can control the weather and create powerful ion storms around them. The carrier launches a contingent of attack fighters at its targets in combat. These fighters are good against both ground and air units, so you'll want to include one in every group of aircraft for maximum effectiveness.



Unlock Special 3 costume for Soki—Left, Δ , R2, R3, \square , R1, R1, Right, Left, L2
 Unlock Special 3 costume for Jubei—L2, L2, Right, Right, L3, Δ , Left, L1, L2, \square
 Unlock Special 3 costume for Ohatsu—R3, Right, L2, Left, Left, R3, L1, R1, Right, R3
 Unlock Special 3 costume for Roberto—R2, L2, Left, L1, Left, Right, R3, \square , Δ , Δ
 Unlock Special 3 costume for Tenkai—L3, L3, R3, R3, R3, Left, R2, L1, \square , Right

PAC-MAN WORLD 3

Unlock All Levels

At the main menu, quickly press Left, Right, Left, Right, \circ , Up. A message will appear to confirm the code if you've entered it quickly enough.

PROJECT EDEN

Secret Cheats Menu

At any time during gameplay, press \times to open the Resource Menu. Now hold SELECT and rotate the left analog stick clockwise three times, starting from the Up position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

PSYCHONAUTS

Cheat Codes

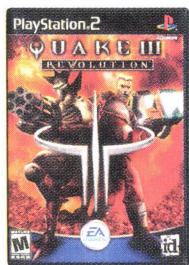
At any time during the game, hold L1 + R1 and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Cruller say, "You cheated!" to confirm each code.

Invincibility— \circ , R2, \circ , \circ , Δ , L2
 Unlimited lives—L3, R2, R2, \circ , \times , R3
 Infinite ammo—R3, \times , L3, L3, Δ , \circ (Note: The effects of this code won't be apparent until after you earn the PSI-Blast Merit Badge)
 All Camp Store items except Psi-Ball Colorizer and Dream Fluffs—R3, \circ , R2, R2, L3, Δ
 All PSI-Power Merit Badges— \circ , \circ , Δ , R2, L3, Δ
 Lots of Arrowheads— \times , R3, R3, R2, Δ , \square
 Max. PSI-Rank and all PSI-powers earned by ranking up—L3, R3, L3, R2, \circ , R2 (Note: You still need to get Merit Badges in order to use the powers)

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold L1 + R1 + R2 + SELECT and press \times , \circ , \square , Δ , \times , \circ , \square , Δ . You'll automatically clear the level after entering the code correctly. Note that you can also enter this code while the game is paused if you wish.



RESERVOIR DOGS

Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:
 Unlock all levels—L2, R2, L2, R2, L1, R1, START
 Unlock Art Gallery— \circ , \times , L2, R2, \circ , \times , START
 Unlock Movie Gallery—L1, L1, \circ , \times , L1, R1, START
 Unlock Fully Loaded cheat—R2, L2, \circ , L2, \times , R2, START
 Unlock Bulletproof cheat—L1, R1, \circ , \circ , R1, \circ , START
 Unlock Adrenaline Rush cheat— \times , L1, \circ , \times , L1, \times , START
 Unlock Magic Bullet cheat—R1, L2, \circ , \times , R1, \times , START
 Unlock Battering Ram cheat—L2, L2, \times , \times , \circ , R2, START
 Unlock Time Out cheat—R1, R1, R2, \circ , \times , L2, START

ROGUE TROOPER

Cheat Codes

Choose "Extras" from the main menu and enter any of the following codes at the "Extras" screen. A confirmation message will appear each time you

enter a code correctly, and you will then be able to toggle the cheats on or off by accessing the "Cheats" option at the Single Player menu.
 Infinite health—Left, Right, Up, Down, L3, \square
 Infinite supplies—SELECT, R1, L1, SELECT, R3, L1
 Low gravity ragdoll— \square , \circ , \circ , \circ , Up, Down
 Extreme ragdoll—Up, Up, Up, R2, R2, Up
 Hippy blood—L2, Right, \circ , Down, R1, SELECT

SILENT HILL 2

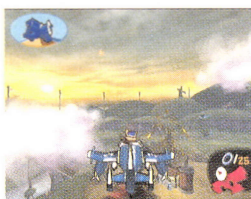
Extra Options

From the main menu, select "Option," then press L1 + R1. You'll automatically be taken to a new "Extra Options" menu.

SLY 3: HONOR AMONG THIEVES

Toonami Plane

While flying a plane during the game, press START to pause, then press R1, R1, Right, Down, Down, Right. When you un-pause, you'll be flying a special Toonami plane.



STAR WARS: BATTLEFRONT II

Cheat Codes

At any time during gameplay in Galactic Conquest or Instant Action modes, press START to pause the game, then enter any of the following codes:

Infinite ammo—Up, Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Down, Left, Right
 Invincibility—Up, Up, Left, Down, Down, Down, Left, Up, Up, Left, Right
 Disable HUD—Up, Up, Up, Up, Left, Up, Up, Down, Left, Down, Up, Up, Left, Right
 Low-res character models—Down, Down, Down, Up, Up, Left, Down, Down, Down, Down, Down, Left, Up, Up, Up, Left, Right
 Alternate sound effects—Up, Up, Up, Left, Up, Down, Up, Up, Left, Down, Down, Down, Left, Up, Down, Down, Left, Right
 Change wampa attacks to comic blurbs—Up, Down, Left, Down, Left, Right

TENCHU: FATAL SHADOWS

Score/Time Display

At any time during the game, press START to pause, then press \square , \square , Down, Down, Up, Up on Controller 2 at the pause menu. The current score and stage timer will appear on the screen, allowing you to keep track of your status in each chapter. Repeat the code to remove its effects.

THRILLVILLE

Cheat Codes

While inside of any amusement park, enter any of the following codes for the desired cheat.

Earn \$50,000— \square , \circ , Δ , \square , \circ , Δ , \times
 Unlock all Carnival Rides, Coasters, Race Tracks, Games and Stalls in the current park— \square , \circ , Δ , \square , \circ , Δ , \times
 Unlock all parks— \square , \circ , Δ , \square , \circ , Δ , \times



TOM CLANCY'S SPLINTER CELL: CHAOS THEORY

Unlock All Levels

At the "Solo/Co-op" game mode screen, select "Solo," then enter your profile name. At the main menu in "Solo" mode, hold L1 + L2 + R1 + R2 and press \square , \square , \square , \square , \square , \square , \square , \square . You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TOMB RAIDER: THE ANGEL OF DARKNESS

Stage Select

At any time during the game, press START to pause, then press and hold L1 + R2 + Down + Δ simultaneously. Release the buttons, then immediately press



\circ , Up, \square , Δ , Right, Down as quickly as possible. If you've entered the code correctly, you'll see two new options at the Paused menu which will allow you to skip the current level or warp directly to any level in the game.

ULTIMATE SPIDER-MAN

Cheat Codes

At any time during the game, press START to pause, select "Options" from the Game paused menu, then choose "Controller Setup." Enter any of the following codes at the controller setup screen; you'll hear a tone to confirm each time you enter a code correctly.

Unlock all characters—Right, Down, Right, Down, Left, Up, Left, Right

Unlock all covers—Left, Left, Right, Left, Up, Left, Left, Down

Unlock all concept art—Down, Down, Down, Up, Down, Up, Left, Left

Unlock all landmarks—Up, Right, Down, Left, Down, Up, Right, Left

VIEWTIFUL JOE

Unlock All Characters and Additional Difficulty Settings

At the main menu, press L1, R1, L1, R1, Up, Down, Left, Right, Δ , \circ . You will hear a confirmation sound if you have entered the code correctly.

WAR OF THE MONSTERS

Unlock Mecha Sweet Tooth

First, beat the Story mode in *Twisted Metal: Black* with Sweet Tooth. Then start *War of the Monsters* with a memory card containing your saved file from *Twisted Metal: Black*. You will see a message saying, "Mecha Sweet Tooth Unlocked" before the game starts. Choose the fourth costume for Agamo to play as Mecha Sweet Tooth.

X-MEN LEGENDS II: RISE OF APOCALYPSE

Cheat Codes

Enter each of the following codes at the menu screen indicated. For each code, you should hear a scraping sound when you enter the second-to-last button in the code, and you should hear a beep when you press START to complete the code. If you don't hear the scraping sound or the beep, exit and return to the menu where the code is entered, then enter the code before you have pressed any other buttons at that particular menu.

Unlock all Skills—Press Left, Right, Left, Right, Down, Up, START at the Team Management screen
 Max. Stats + 98 Skill Points—Press Up, Down, Up, Down, Left, Up, Left, Right, START at the Team Management screen

Unlimited Xtreme Meter—Press Left, Down, Right, Down, Up, Up, Down, Up, START at the Team Management screen (can also be entered during gameplay)

Earn 100,000 Tech Bits—Press Up, Up, Up, Down, Right, Right, START at the Equipment menu

Super speed—Press Up, Up, Up, Down, Up, Down, START at the Pause menu (can also be entered during gameplay)

Unlock all characters—Press Right, Left, Left, Right, Up, Up, Up, START at the Team Management screen
 Unlock all Skins—Press Down, Up, Left, Right, Up, Up, START at the Team Management screen
 Unlock all Danger Room modes—Press Right, Left, Right, Left, Up, Down, Up, Down, START at the main menu



Xbox tips

AEON FLUX

Cheat Passwords

At any time during gameplay, pause the game and enter the following cheat passwords by selecting "Enter Cheat" from the "Cheats" menu. Once you enter a cheat, its effect will appear in the "Cheats" menu, where you can toggle it on or off.

TANGO ROMEO INDIA ROMEO OSCAR XRAY—God mode

HOTEL ECHO ALPHA LIMA MIKE ECHO—Restore health

CHARLIE LIMA OSCAR NOVEMBER ECHO—Unlimited health

FOXTROT UNIFORM GOLF—Unlimited ammo

LIMA CHARLIE VICTOR GOLF—Unlimited Power Strikes

CHARLIE UNIFORM TANGO INDIA OSCAR NOVEMBER ECHO—Free fatalities

BRAVO UNIFORM CHARLIE KILO FOXTROT SIERRA TANGO—One-strike kills

UNIFORM KILO GOLF ALPHA MIKE ECHO ROMEO—Unlock action movie

More Cheat Passwords

Choose "Extras" from the main menu, then select "Enter Cheat" and enter the following passwords:

BRAVO ALPHA YANKEE OSCAR UNIFORM—Unlock all episodes in "Replay Episode" mode

PAPA INDIA XRAY ECHO SIERRA—Unlock all slideshows

MIKE OSCAR VICTOR INDIA ECHO—Unlock Seeds costume

BRAVO LIMA UNIFORM ROMEO—Unlock War costume

GOLF ROMEO ALPHA YANKEE—Unlock Fame costume

JULIET ALPHA CHARLIE KILO ECHO TANGO—Unlock Bomber Jacket costume

WHISKEY HOTEL INDIA TANGO ECHO—Unlock Mrs. Goodchild costume

ALPHA ROMEO MIKE SIERRA—Unlock Revelation costume

CHARLIE LIMA OSCAR TANGO HOTEL ECHO SIERRA—Unlock Freya, Monican Freya, Hostess Judy, Una and Fashion Una costumes

APEX

Cheat Codes

Select "Dream Mode" from the main menu, then choose "New Game". After the opening cinematic, when you are prompted to select a Brand Name, enter any of the following codes to unlock the corresponding feature in Arcade Mode.

WORLD—Unlock all tracks

DREAMY—Unlock all concept cars

REALITY—Unlock all production cars



BALDUR'S GATE: DARK ALLIANCE II

Invincibility/Level Warp

At any time during gameplay, hold **Left Trigger** + **Right Trigger** + **A** + **B** + **X** + **Y** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zarad's study even when you're not playing as Ysuran.

Level-Up Cheat

At any time during gameplay, hold **Left Trigger** + **Right Trigger** + **A** + **B** + **X** + **Y** and press the **White** button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

BATTLESTAR GALACTICA

Cheat Code

Choose "Options" from the main menu, then select "Extras" and press **Up**, **Down**, **Down**, **Left**, **Left**, **Left**, **Right**, **Right**, **Left**, **Left**, **Up**, **Up**, **Left**, **Left**, **Down**, **Left**, **Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.

Ultimate Wingmen

Choose "Options" from the main menu, then select "Extras" and press **Down**, **Down**, **Left**, **Down**, **Down**, **Up**, **Right**, **Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.



BROTHERS IN ARMS: ROAD TO HILL 30

Unlock All Levels and Difficulty Settings

Enter the name "BAKERSDOZEN" when creating a new profile. You will now be able to select any level in the Chapters section and play the game on "Authentic" difficulty.

CARS

Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I M S P E E D—Faster acceleration

V R O O O M—Unlimited Boost meter

Y A Y C A R S—Unlock all cars

R 4 M O N E—Unlock all paint schemes for all unlocked vehicles

M A T T L 6 6—Unlock all Arcade games

I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games

T R G T E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race

C O N C 3 P T—Unlock all character and environment art

W A T C H I T—Unlock all movie clips and deleted scenes

CONKER: LIVE & RELOADED

10 Extra Lives

After completing the Barn Boys area, return to the cheese corral. Hop up onto the platform to the left of the corral and follow it around the back wall of the cheese corral. Jump over the platform on the back wall and a light bulb will flash over Conker's head. Hit **B** as soon as this happens and he'll turn



into an anvil and crash down, destroying the cheesy wall and revealing a special tail that grants you ten extra lives.

CRUSTY DEMONS

Cheat Codes

Enter any of the following case-sensitive names as a profile name in Story Mode and begin a new game to activate the cheat:

F r e q u e n t F l y e r—Unlock all World Map locations

F r e e b i e s—Unlock all tricks and all bikes

THE DA VINCI CODE

Cheat Passwords

Choose "Options" from the main menu, then select "Codes" and enter any of the following passwords:

SACRED FEMININE—Extended health

VITRUVIAN MAN—Invincibility

PHILLIPS EXETER—One-hit kills

ROYAL HOLLOWAY—One-hit weapon kills

CLOS LUCE 1519—Unlock all levels

ET IN ARCADIA EGO—Unlock all secrets

APOCRYPHA—Unlock all Visual Database items

DESTROY ALL HUMANS!

Cheat Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes at the pause menu:

Bulletproof Crypto—Hold **Left Trigger**, press **X**, **Y**, **Left**, **Left**, **Y**, **X**

Infinite Concentration—Hold **Left Trigger**, press **Black**, **White**, **Y**, **Right**, **White**, **Y**

Infinite ammo and Concentration—Hold **Left Trigger**, press **Left**, **Y**, **White**, **Right**, **Black**, **X**

Increase Alert Meter—Hold **Left Trigger**, press **Right**, **X**, **White**, **Black**, **Right**, **White**

Reduce Threat level to "None"—Hold **Left Trigger**, press **White**, **Right**, **White**, **Black**, **X**, **Right**

More Cheat Codes

Enter any of the following codes at the mothership hub screen (where the Archives, Hangar, Options and Pox's Lab menu items are):

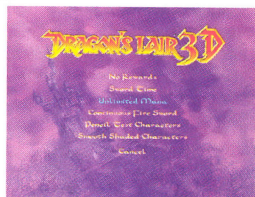
Early Upgrades—Hold **Left Trigger**, press **X**, **Y**, **Left**, **Left**, **Y**, **X**

Earn 1,337 DNA—Hold **Left Trigger**, press **Black**, **Black**, **White**, **White**, **Left**, **Right**, **Left**, **Right**, **White**, **Black**

DRAGON'S LAIR 3D

Secret Rewards Menu

At the main menu, hold the **Right Trigger** and press **Left Thumbstick**, **Right Thumbstick**, **Left Thumbstick**, **Right Thumbstick**, **White**, **Black**, **White**. Next, move the cursor to "Start Game" and press **A**. If you entered the code correctly, a "Rewards" menu will immediately appear. Selecting any item will start you off in the beginning of the game with the corresponding effect, so you may not activate more than one at a time.



ELDER SCROLLS III: MORROWIND

Cheat Codes

During gameplay, press **B** to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats:

Restore Health—Select "Health" in the Stats menu and press **Black, White, Black, Black, Black**. Press and hold the **A** button to restore health level.

Restore Magicka—Select "Magicka" in the Stats menu and press **Black, White, White, Black, White**. Hold the **A** button to restore Magicka level.

Restore Fatigue—Select "Fatigue" in the Stats menu and press **Black, Black, White, White, Black**. Press and hold the **A** button to restore Fatigue level.

FULL SPECTRUM WARRIOR: TEN HAMMERS

Unlock All Multiplayer Co-op Levels
Choose "Bonus Materials" from the main menu, then select "Cheats" and enter the code "FULLSPECTRUMPNAGE". All of the co-op multiplayer levels will now be unlocked.

FUTURAMA

Cheat Codes
Enter the following codes at any time during gameplay (not while paused):

Invincibility—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, Y, BACK**

Max. ammo—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **B**, hold **Right Trigger**, press **BACK**

Max. Special Move charges—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **X**, hold **Right Trigger**, press **BACK**

Extra lives—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **BACK**

Refill health meter—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **BACK**

Unlock all movies, music and gallery pictures—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, B, BACK**



THE GODFATHER: THE GAME

Cheat Codes
At any time during gameplay, press **START** to pause the game and enter any of the following codes at the pause menu:

Refill health—**Left, X, Right, Y, Right, Left Thumbstick**

Refill ammunition—**Y, Left, Y, Right, X, Right Thumbstick**

Earn \$5,000—**X, Y, X, X, Y, Left Thumbstick**

Unlock All Movies in the Film Archive
At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press **Y, X, Y, X, X, Left Thumbstick**.

GUNMETAL

Unlock All Missions & Weapons
At the "Select Mission" screen, quickly press **Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger**. All missions will become available on this screen. When you reach the "Armory" screen, all weapons will also be available.



THE HAUNTED MANSION

Cheat Codes
Enter the following codes at any time during gameplay (not while paused):

Invincibility—Hold **Right** on the D-pad and press **X, B, B, X, B, Y, A**

Weapon Upgrade—Hold **Right** on the D-pad and press **X, X, Y, Y, B, B, A**

Unlock "Level Select" option at the pause menu—Hold **Right** on the D-pad and press **B, B, X, Y, Y, X, B, A**

HUNTER: THE RECKONING

Secret Codes
At any time during the game—but not while paused—enter the following codes. All directional commands should be entered with the D-pad:

All weapons—**B, Up, Left, Down, Right, B**

Weapons do max. damage—**Down, Down, B, Y, Down, Down**

HUNTER: THE RECKONING—REDEEMER

Cheat Codes
Enter the following codes at any time during gameplay (not while paused):

Restore health—**B, B, White, White, White**

Skip the current level—**Black, Left Trigger, Black, Left Trigger, Up, Down, Up, Down**

Unlock Werewolf/increase Conviction skill—**Y, Y, Y, Up, Down, Up, Down**

Unlock all Special Features—**X, B, X, B, Up, Up, Down, Down**

ICE AGE 2: THE MELTDOWN

Cheat Codes
At any time during gameplay, pause the game and enter any of the following codes at the pause menu:

Level select—**Up, Right, Right, Left, Right, Right, Down, Down**

Infinite health—**Up, Right, Down, Up, Left, Down, Right, Left**

Infinite energy—**Down, Left, Right, Down, Down, Right, Left, Down**

Infinite pebbles—**Down, Down, Left, Up, Up, Right, Up, Down**

Unlock all Bonuses—**Down, Left, Up, Down, Down, Left, Right, Right**

JAWS: UNLEASHED

Cheat Codes
When starting a new game, enter one of the following passwords as your profile name to unlock the corresponding cheat:

S H A A A R K—Unlock all levels

B L O O O D—Earn 1,000,000 Ability points

JUSTICE LEAGUE HEROES

Cheat Codes
At any time during gameplay, press **START** to pause the game, then hold **Left Trigger** and enter any of the following codes:

Earn 35 Boosts—**Left, Right, Left, Right**

Take less damage—**Left, Up, Right, Down**

Purchase all Heroes—**Right, Down, Left, Up**

Unlock all Powers, all Powers are maximum rank—**Right, Down, Right, Down**

Earn 20 Shields—**Up, Up, Down, Down**

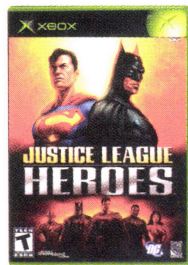
Purchase all alternate costumes—**Down, Left, Up, Right**

Unlock all Cinematics—**Down, Right, Down, Left**

One-hit kills—**Up, Up, Down, Left, Up, Up, Down, Right**

Invincibility—**Left, Down, Right, Up, Left, Down, Right, Up**

Unlimited Power—**Down, Down, Right, Right, Up, Up, Left, Left**



KELLY SLATER'S PRO SURFER

Secret Codes

From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:

7 1 4 5 5 8 0 9 2—Mega cheat

6 1 9 5 5 4 1 4 1—All boards

3 2 8 5 5 4 4 9 7—All levels

9 4 9 5 5 6 7 9 9—All surfers

7 0 2 5 5 2 9 1 8—All suits

6 2 6 5 5 6 0 4 3—All tricks

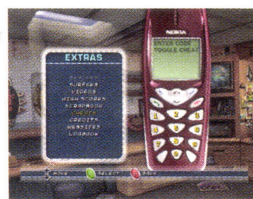
2 1 2 5 5 1 7 7 6—Max stats

2 1 3 5 5 5 7 2 1—Perfect balance

2 1 7 5 5 0 2 1 7—High jumps

8 7 7 5 5 3 8 2 5—1st-person view

8 1 8 5 5 1 4 4 7—Trippy graphics



LEGO STAR WARS II: THE ORIGINAL TRILOGY

Cheat Codes
At the beginning of the game, head over to the Mos Eisley cantina and walk up to the counter. When the menu appears, select "Enter Code" and enter any of the following passwords to unlock the corresponding item for purchase:

Y T D 3 1 8—Unlock Imperial Shuttle

B A J 1 9 9—Unlock TIE Bomber

P P L 4 4 2—Unlock TIE Fighter (Darth Vader)

Q Y A 8 2 8—Unlock TIE Interceptor

H D Y 7 3 9—Unlock TIE Fighter

K S Y 7 9 2—Unlock 4-LOM

Q A T 3 3 1—Unlock Dengar

N V Y 5 8 3—Unlock Bossk

N X L 9 7 3—Unlock IG-88

Y O D 4 7 6—Unlock Yoda (Ghost)

S Y K 9 6 7—Unlock Anakin Skywalker (Ghost)

B E N 9 1 7—Unlock Ben Kenobi (Ghost)

N F X 5 8 2—Unlock Gonk Droid

V F R 8 0 0—Unlock Admiral Ackbar

H H Y 3 8 2—Unlock The Emperor

M M M 1 1 1—Unlock Imperial Guard

T T T 2 8 9—Unlock Ewok

H L P 2 2 1—Unlock Boba Fett

G B U 8 8 8—Unlock Skiff Guard

S G E 5 4 9—Unlock Palace Guard

W T Y 7 2 1—Unlock Bib Fortuna

Y Z F 9 9 9—Unlock Gamorrean Guard

B V X 8 7 2—Unlock Princess Leia (Prisoner)

V H Y 8 3 2—Unlock Beshpin Guard

U G N 6 9 4—Unlock Ugnaught

U U B 3 1 9—Unlock Lobot

H U F 7 2 9—Unlock Luke Skywalker (Hoth)

N Y U 9 8 9—Unlock Snowtrooper

C Y G 3 3 6—Unlock Rebel Pilot

E K U 8 4 9—Unlock Rebel Trooper (Hoth)

Y W M 8 4 0—Unlock Han Solo (Hood)

S M G 2 1 9—Unlock Grand Moff Tarkin

B B V 8 8 9—Unlock Imperial Officer

N N Z 3 1 6—Unlock TIE Fighter Pilot

B N C 3 3 2—Unlock Death Star Trooper

U C K 8 6 8—Unlock Beach Trooper

C V T 1 2 5—Unlock Imperial Spy

N A H 1 1 8—Unlock Greedo

Y D V 4 5 1—Unlock Sandtrooper

J A W 4 9 9—Unlock Jawa

P E J 8 2 1—Unlock Tusken Raider

V A P 6 6 4—Unlock Imperial Shuttle Pilot

P T R 3 4 5—Unlock Stormtrooper

C L 4 U 5 H—Unlock red stocking cap

N B P 3 9 8—Unlock Disguise: 2 (red clown noses)

T Y H 3 1 9—Unlock Disguise: 3 (glasses/beards)

MACE GRIFFIN: BOUNTY HUNTER

Cheat Codes
At any time during gameplay, equip the Electro-Cosh weapon, then enter any of the following codes. You must enter the codes quickly or they may not register. A message will appear in the corner of the screen to confirm each code:

Invincibility—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, Y
Unlimited ammunition—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X
Double damage—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, Y
One-hit kills—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A
Auto focus—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, A
Big head—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X (Note: After entering this code, you will be unable to enter any of the above codes and you will need to restart your mission in order to proceed)

MAGIC: THE GATHERING—BATTLEFIELDS

Unlock All Characters

Select "Arcade Duel" from the main menu. When the character select screen appears, press **Left Trigger + Right Trigger** simultaneously, then press **Down, Up, X, White, Up, X, Black, Up, X**, then **Left Trigger + Right Trigger** simultaneously. All of the duelists will now be available in Arcade, VS and Practice Duel modes.

Unlock All Quests

Select "Quest" from the main menu. When the quest select screen appears, press **Left Trigger + Right Trigger** simultaneously, then press **Down, Up, Left Thumbstick, White, Up, Right, Left, Down, Left Trigger + Right Trigger**. You will hear a confirmation sound when you enter the code correctly and all quests will be unlocked.

Hidden Level

At the Arena Select screen, press **Left Trigger + Right Trigger** simultaneously, then press **Left, Up, X, Up, Right, Y, Left Trigger + Right Trigger**. You'll be instantly transported to an extra arena which is not normally selectable through the menu.

MORTAL KOMBAT: ARMAGEDDON

Cheat Codes

Choose "The Krypt" from the main menu, then select the second "Media" page (look for a "?" icon on the bottom right corner of the page). Move the cursor to the "?" icon, press the **A** button, then enter any of the following codes:

Unlock Meat character—

Up, X, X, B, B, Up

Unlock Blaze character—**Y, X, Left, Left Trigger, Left, B**

Unlock Taven character—**Right Trigger, Left, White, Up, B, Down**

Unlock Daegon character—**Right Trigger, Left Trigger, Y, Down, Down, X**

Unlock Nethership Interior Arena—**Right Trigger, Left, Left, Down, Right Trigger, X**

Unlock Falling Cliffs Arena—**White, B, X, A, B, Y**

Unlock Reiko's War Room—**White, Y, Right Trigger, Up, A, A**

Unlock Shinnok's Spire—**Left, Left, B, Up, Y, Left Trigger**

Unlock Pyramid of Argus—**Right Trigger, Left Trigger, X, A, White, Up**

Unlock Krimson Forest—**B, Left Trigger, Up, X, B, Down**

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes

Enter the following codes when the words "Please press START to begin" appear at the title screen. You will hear a beep each time you enter a code correctly.

\$1,000 in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—**Left, Left, Right, X, X, Right, Left Trigger, Right Trigger**

\$200 in Career mode—**Up, Up, Up, Left, Right Trigger, Right Trigger, Right Trigger, Down**

Unlock Pro Package performance parts—**Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left, Right, Up, Down**

Unlock Hummer H2—**Up, Left, Up, Up, Down, Left, Down, Left**

Unlock various body parts/graphics—**Right Trigger, Right Trigger, Up, Down, Left Trigger, Left Trigger, Up, Down**

Unlock more body parts/graphics—**Left Trigger, Right Trigger, Up, Down, Left Trigger, Up, Up, Down**

Unlock Best Buy vinyl—**Up, Down, Up, Down, Down, Up, Right, Left**

Unlock Burger King vinyl—**Up, Up, Up, Up, Down, Up, Up, Left**

NINJA GAIDEN

Blue Ninja Costume

Hold Left Trigger + Right Trigger

when selecting "New Game" from the main menu; this will allow Ryu to keep the blue ninja costume throughout the entire game.

New Costume

After you beat the game, hold down **Left Trigger** when selecting "New Game" from the main menu to use a new costume.

Successive Play

After you beat the game and save your progress, loading that saved game will start a new game in Successive Play mode, which allows you to keep the Golden Scarabs that you have collected the first time through and use them in the new game beginning from Chapter 1.

Hidden Weapon

After you beat the game, the Dark Dragon Blade secret weapon can be found in the Hayabusa Ninja Village storehouse in Chapter 13 during the second time you play through.

Unlock Classic Ninja Gaiden Games

To unlock the classic *Ninja Gaiden* game, collect 50 Golden Scarabs and trade them in at Muramasa's shop.

To unlock *Ninja Gaiden II: The Dark Sword of Chaos*, you must have the original *Ninja Gaiden* in your inventory. In Chapter 4 or later, shoot an arrow at the face of the Clock Tower from the platform above the door that leads to Pleasure Street and Han's Bar. A treasure chest containing *Ninja Gaiden II* will appear on the roof of the building that houses the Clock Tower.

To unlock *Ninja Gaiden III: The Ancient Ship of Doom*, you must have *Ninja Gaiden II* in your inventory. At the Peristyle Passage in the Aqueduct, the *Ninja Gaiden III* disc can be found on top of the pillar that previously held a Golden Scarab.

To play the classic *Ninja Gaiden* games after collecting any of the discs, access the arcade machine on the first floor of Han's Bar in Tairon with the appropriate *Ninja Gaiden* game disc in your inventory. When you finish the game with any of the *Ninja Gaiden* discs in your inventory, a "Classic Ninja Gaiden" option will also be added to the main menu, allowing you to play the classic game(s) you've unlocked at any time.

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OPERATION FLASHPOINT: ELITE

Cheat Menu

At the main menu, select "Identity" and enter a profile with the name "XaX 1985". With this profile name in place, you can call up a cheat menu at any time during the game by pressing **Left Trigger + White**. Press **Right** or **Left** on the D-pad to activate each individual cheat or to turn certain settings on or off.

OVER THE HEDGE

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold **Left Trigger + Right Trigger** and enter any of the following codes at the pause menu:

Unlock all moves—**Y, B, Y, X, X, B**

Unlock all levels—**Y, B, Y, B, B, X**

Unlock all minigames—**Y, B, Y, Y, X, X**

Extra damage—**Y, B, Y, B, Y, X**

Earn more HP from food pick-ups—**Y, B, Y, B, X, Y**

Always power golf—**Y, B, Y, B, X, B**

Unlock bonus comic 1—**Y, B, X, X, B, Y**

Unlock bonus comic 2—**Y, Y, X, B, X, B**

PIRATES OF THE CARIBBEAN

Cheat Codes

Enter the following codes at any time during gameplay. A message will appear on the screen to confirm each time a code has been entered correctly:

God Mode ON—**A, Y, X, X, Y, Y, B, Y, X, A**

100,000 Gold—**A, X, Y, B, Y, B, X, B, B, A**

50 Skill Points—**A, B, Y, X, Y, B, B, Y, B, A**

Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

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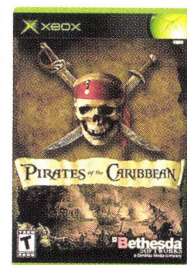
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Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**



THE PUNISHER

Cheat Code

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

QUANTUM REDSHIFT

Secret Cheats

At the "Select Profile" screen, choose "Create New Profile," then enter "CHEAT" as your profile name. New menu items called "Easter Eggs" and "Cheats" will appear within the "Options" menu. Now you can enter the following codes at the "Enter Cheat Code" screen from within the Cheat menu. Note that each code is case-sensitive.

F i s h F a c e—Infinite Turbo
T h i n k B a t—Infinite Shield
R I C E i t u p—Fully upgrade all characters
N e m a t o d e—Unlock all characters
h e a d S L A P—Unlock all circuits
z o o m Z O O M—Unlock all speeds
C H O C c h o c—Unlock all easter eggs

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C H O C c h o c—Unlock all easter eggs

F i s h F a c e—Infinite Turbo
T h i n k B a t—Infinite Shield
R I C E i t u p—Fully upgrade all characters
N e m a t o d e—Unlock all characters
h e a d S L A P—Unlock all circuits
z o o m Z O O M—Unlock all speeds
C H O C c h o c—Unlock all easter eggs

F i s h F a c e—Infinite Turbo
T h i n k B a t—Infinite Shield
R I C E i t u p—Fully upgrade all characters
N e m a t o d e—Unlock all characters
h e a d S L A P—Unlock all circuits
z o o m Z O O M—Unlock all speeds
C H O C c h o c—Unlock all easter eggs

F i s h F a c e—Infinite Turbo
T h i n k B a t—Infinite Shield
R I C E i t u p—Fully upgrade all characters
N e m a t o d e—Unlock all characters
h e a d S L A P—Unlock all circuits
z o o m Z O O M—Unlock all speeds
C H O C c h o c—Unlock all easter eggs

RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR*Cheat Codes*

Enter either of the following cheat codes at any time during the game:

God mode—Hold **Back** and press **A, X, Y, B**

All weapons and ammo—Hold **Back**, press **A, B, Y, X**

ROGUE TROOPER*Cheat Codes*

Choose "Extras" from the main menu and enter any of the following codes at the "Extras" screen. You will then be able to toggle the cheats on or off by accessing the "Cheats" option from the Single Player menu.

Infinite health—**Left, Right, Up, Down, Left Analog Stick, X**

Infinite supplies—**Black, Right Trigger, Left Trigger, White, Right Analog Stick, Left Trigger**

Low gravity ragdoll—**X, X, Y, Y, Up, Down**

Extreme ragdoll—**Up, Up, Up, Black, Black, Up**

Hippy blood—**White, Right, Y, Down, Right Trigger, White**

SECRET WEAPONS OVER NORMANDY*Cheat List*

Enter the following codes at the main menu, where the words "New Game" and "Continue" appear.

Invincibility—**Up, Down,**

Left, Right, Left, Left,

Right, Right, Left Trigger,

Left Trigger, Right Trigger,

Right Trigger, White, Black

Unlimited ammunition—

Up, Right, Down, Left, Up,

Right, Down, Left, Left

Trigger, Right Trigger

Big head—**Right, Up, Left,**

Down, Right, Up, Left,

Down, Right, Left Trigger,

Right Trigger, Left Trigger,

Right Trigger

Unlock all Instant Action environments—**Left, Right,**

Up, Down, Left, Right, Left

Trigger, Right Trigger,

Left Trigger, Right Trigger,

Black, Black, White, White

(Note: You must select "Continue" after entering this code or the effects will be canceled)

SID MEIER'S PIRATES!*Cheat Passwords*

Enter any of the following passwords as your character's name to activate the corresponding effect. Be sure to include the spaces and proper capitalization:

Bloody Bones Baz—Invincibility

D.Gackey—Start the game with a Ship of the Line and a full crew

Bonus Frag—Start the game with three special items: Ostrich Feather Hat, Silk Fencing Shirt and Dancing Slippers

SPARTAN: TOTAL WARRIOR*Unlock All Single Mission Replay Levels*

At the main menu, highlight the "Extras" option and press **Left, Left, Left, Left, Left, Left, Left, Left, Left, Left, Left, Right, Right, Right, Right, Right, Right, Right, Right, X**.

STAR WARS: BATTLEFRONT II*Cheat Codes*

At any time during gameplay in Galactic Conquest or Instant Action modes, press **START** to pause the game, then enter any of the following codes:

Infinite ammo—**Up, Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Down, Left, Right**

Invincibility—**Up, Up, Up, Left, Down, Down, Down, Left, Up, Up, Up, Left, Right**

Disable HUD—**Up, Up, Up, Up, Left, Up, Up, Down, Left, Down, Up, Up, Left, Right**

Low-res character models—**Down, Down, Down, Up, Up, Left, Down, Down, Down, Down, Down,**

Left, Up, Up, Up, Left, Right

Alternate sound effects—**Up, Up, Up, Left, Up,**

Down, Up, Up, Left, Down, Down, Down, Left, Up,

Down, Down, Left, Right

Change wampa attacks to comic blurbs—**Up, Down,**

Left, Down, Left, Right

TOM CLANCY'S GHOST RECON 2*Cheat Codes*

At any time during a single-player campaign, press **START** and select "In-Game Options" from the Start Menu. Now select "Enter Cheats" and enter any of the following codes:

B, B, X, A—Superman active (invincibility)

B, B, X, B—Team Superman active (team invincibility)

B, B, X, Y—Auto Win activated (complete current mission)

B, B, X, X—Replenish ammunition (can be entered multiple times)

TOM CLANCY'S RAINBOW SIX 3: BLACK ARROW*Invincibility*

At any time during gameplay in any mode, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to become invincible to all attacks.

TOM CLANCY'S SPLINTER CELL: CHAOS THEORY*Unlock All Levels*

Start a new game and enter "COOPA22COOL" as your profile name. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TOTEALED*Cheat Codes*

Enter any of the following codes during any in-game "Loading" screen. A special message will appear after entering each one correctly.

Unlock everything—**Up, Down, Left, Right, A**

Press **Y** to jump during gameplay—**Y, Left, Right, A**

Opponent cars don't drive—**Left, Left, A**

All opponents will try to hit you—**Down, Up, A**

Infinite Nitros—**Right, Left, A**

No Nitros—**Right, Left, Left, A**

ULTIMATE SPIDER-MAN*Cheat Codes*

At any time during the game, press **START** to pause, select "Options" from the Game paused menu, then choose "Controller Setup." Enter any of the following codes at the controller setup screen:

Unlock all characters—**Right, Down, Right, Down, Left, Up, Left, Right**

Unlock all covers—**Left, Left, Right, Left, Up, Left, Left, Down**

Unlock all concept art—**Down, Down, Down, Up, Down, Up, Left, Left**

Unlock all landmarks—**Up, Right, Down, Left, Down, Up, Right, Left**

UNREAL CHAMPIONSHIP 2: THE LIANDRI CONFLICT*Cheat Menu*

At any time during gameplay, hold **Right Trigger + Left Trigger** and press the **White** button. A cheat menu will appear, allowing you to adjust various in-game settings.

VAN HELSING*Bonus Movies*

Enter any of the following codes at any time during gameplay (not while paused). The unlocked movies can be viewed by choosing "Gallery" from the main menu.

Unlock Bonus Movie 1—**Up, Down, Up, Down, Left, Left, Right, Right, Left Trigger, Left Thumbstick, Right Thumbstick, Right Trigger**

Unlock Bonus Movie 2—**Up, Right, Down, Left, Up, Left, Down, Right, Up, Right Trigger, Black, Right Thumbstick**

Unlock Bonus Movie 3—**Left Trigger, White, Black, Right Trigger, Black, White, Left Trigger, Up, Up, Down, Down, Back**

Unlock Bonus Movie 4—**Back, Left Thumbstick, Right Thumbstick, Back, Right Thumbstick, Left Thumbstick, Back, Left, Left, Up, Right, Right**

Unlock Bonus Movie 5—**White, Black, Left Trigger, Right Trigger, Back, Back, Left Trigger, Left Trigger, Black, Black, Left Thumbstick, Right Thumbstick**

Unlock Bonus Movie 6—**Black, Right Trigger, Black, Right Trigger, Left Trigger, White, Left Trigger, White, Left, Right, Back, Back**

Unlock Bonus Movie 7—**Left Thumbstick, Left, Right Thumbstick, Right, White, Up, Black, Down, Left Trigger, Left, Right Trigger, Right**

THE WARRIORS*Cheat Codes*

Enter the following codes at any time during gameplay (not while paused):

Earn \$200, three Flash and nine Spray Paint—**Black, Left Thumbstick, Right Trigger, A, Down, Right Trigger**

Infinite Rage—**X, B, Y, BACK, A, Left** (Note: This code will not work until you have learned the Rage Mode ability)

Temporary invincibility—**Down, X, Left, A, Right Trigger, BACK**

Unlimited stamina (sprint ability)—**Up, Y, White, BACK, A, Left Trigger**

Complete current level—**Down, X, A, BACK, Black, Left**

Complete the game 100%—**Right Trigger, BACK, X, Down, Left Trigger, Right**

Reset "Wanted" level—**Up, BACK, A, Y, Y, B**

Earn knife weapon—**Down, Down, BACK, Up, Up, White**

Earn unbreakable bat weapon—**White, White, B, Up, B, BACK**

Earn pipe weapon—**Left Thumbstick, B, BACK, Up, Right Trigger, Right**

Earn machete weapon—**Right Trigger, A, Black, Black, BACK, Left Thumbstick**

X-MEN: THE OFFICIAL GAME*Cheat Codes*

Choose "Cerebro Files" from the main menu and enter any of the following codes at the "Cerebro Files" screen:

Unlock Iceman's Danger Room Challenge—**Right,**

Right, Left, Left, Down,

Up, Down, Up, START

Unlock Wolverine's Danger Room Challenge—**Down,**

Down, Up, Up, Right, Left,

Right, Left, START

Unlock Nightcrawler's Danger Room Challenge—**Up, Up, Down, Down, Left, Right, Left, Right, START**

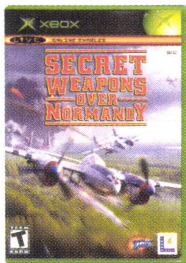
YU-GI-OH!: THE DAWN OF DESTINY*Rare Cards*

At the main menu, select "New Game" and enter one of the following codes to obtain the rare monster card listed in each deck. After you have entered the code, select "Build Deck" to locate the rare card within your deck.

K O N A M I—Cosmo Queen

H E A R T O F C A R D S—Tri-Horned Dragon

X B O X—Zera the Mant





GameCube tips

GameCube Hardware

Alternate Sounds

Hold the Z button on Controller 1 when turning on the GameCube to hear an alternate startup theme. If you hold the Z button on all four controllers when powering-up the system, you'll hear yet another completely different startup sequence.



007: NIGHTFIRE

Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.

PASSPORT—Unlock all missions

PARTY—Unlock all characters in Multiplayer mode

GAMEROOM—Unlock all scenarios in Multiplayer mode

BOOM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options

Q LAB—Unlock all gadget and weapon upgrades

Driving Cheats

Enter the following codes at the pause menu during any of the game's "driving" missions (Paris Prelude, Alpine Escape, Enemies Vanquished, Deep Descent or Island Infiltration).

Vehicle Armor—Hold L, press X, Y, B, X, X and release L

Double Speed—Hold L, press B, Y, X, B, Y, X and release L

Display Motion Blur—Hold L, press B, X, X, B and release L

Double Speed + Display Motion Blur—Hold L, press B, Y, Y, B, Y, X and release L

Drive the Combat Utility Vehicle—Hold L, press B, X, Y, B, Y and release L (Note: This code only works in the Enemies Vanquished mission)

Secret Shelby Cobra race—Hold L, press X, X, B, Y, Y and release L (Note: This code only works in the Enemies Vanquished mission)

BARNYARD

Cheat Codes

Hold L + Z at the main menu and enter the following codes:

Unlock all Bonus items—Y, B, A, X, X, A, B, Y

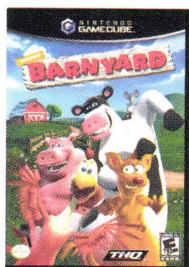
Unlock all Antics—Y, X, A, B, B, A, X, Y

More Cheat Codes

At any time during gameplay, hold L + Z and enter the following codes:

Earn 9,999 Gopher Bucks—A, A, X, X, X, X, Y, X

Earn all Knapsack and Flower Pack items—A, A, Y, B, X, X, B, Y



CARS

Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I M S P E E D—Faster acceleration

V R O O O M—Unlimited Boost meter

Y A Y C A R S—Unlock all cars

R 4 M O N E—Unlock all paint schemes for all unlocked vehicles

M A T T L 6 6—Unlock all Arcade games

I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games

T R G T E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race

C O N C 3 P T—Unlock all character and environment art

DRAGON BALL Z: SAGAS

Cheat Codes

At any time during gameplay, press START to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen:

Invincibility—Down, A, Up, Y, START, START, Right, Left, X, B

All upgrades purchased—Up, Left, Down, Right, START, START, Y, A, X, B

Unlock Everything

Choose "Options" from the main menu, then press Up, Down, Up, Down, A, START, X, START, Y, A, Y, A, X, X, B at the Options menu. This code unlocks all of the stages in Play Sagas mode, all of the items at the Extras menu and all of the stages and characters in Pendulum mode.

EXTREME G III

Secret Cheats

At the "Press Start" screen or the main menu, enter any of the following codes.

A special message will appear after entering a code correctly.

Infinite shield—L + R, Z, L + R, Z

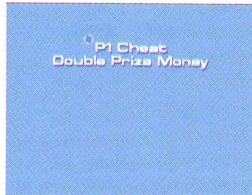
Infinite ammunition—L, R, L, R, L + R, Z

All tracks unlocked—L, L, R, R, Z, Z, L + R + Z

Win the next race—L + R + Z, L + R, Z, L + R + Z

Double prize money—L, R, Z, L, R, Z, L + R

Extreme lap challenge—L, R, L, R, L, R, Z, L + R



F-ZERO GX

Unlock Extra Soundtrack

Enter the "Customize" menu and select "F-Zero Shop," then press Z, Left, Right, Left, Z, Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z; you'll hear a confirmation sound. Now enter "Items" and you'll see a new soundtrack called "Sounds of Big Blue" available for purchase.

GO! GO! HYPERGRIND

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

O P E N S E S A M E—Unlock all stages

D E C K C O L L E C T O R—Unlock all boards

P R E T T Y B O A R D S—Unlock all board designs

N E E D M O R E S P E E D—Unlock all wheel designs

C O O L D U D E S—Unlock all figures

M O V I E F R E A K—Unlock all movies

T O N S O F J U N K—Unlock all gear

N O T P I C A S S O—Unlock all gallery items

M A N U A L M A S T E R—Perfect manual balance cheat

L I P G R I P P E R—Perfect lip balance cheat

P R O G R I N D E R—Perfect grind balance cheat

R U B B E R N E C K E R—Super spin cheat

A U T O R E A C T I O N—Perfect reaction cheat

S T A B I L I Z E R—All balance cheat

B U T I E A N D B E A S T—Unlock Vert and Kevin (Note: To use Kevin, highlight Vert and hold L + R, then press A)

P A N D O R A S B O X—Unlock all of the above items

THE HAUNTED MANSION

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):

Invincibility—Hold Right on the D-pad and press B, X, X, X, B, X, Y, A

Weapon upgrade—Hold Right on the D-pad and press B, B, Y, Y, X, X, X, A

Unlock "Level Select" option at the Pause menu—Hold Right on the D-pad and press X, X, B, Y, Y, B, X, A

Invisible Zeke

After the Gamecube logo disappears, press L + R + A + B and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invisible.

Skeleton Zeke

After the Gamecube logo disappears, press A + B + Y + X and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton.

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

Cheat Codes

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes; if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off.

R E T R O—Play the game in black & white

H I S T O R Y—Play the game in sepia

S M A S H 5—Smash Point Bonus—5,000

S M A S H 1 0—Smash Point Bonus—10,000

S M A S H 1 5—Smash Point Bonus—15,000

B R I N G I T—Doubles the value of all health collectibles

C A B B I E S—All ambient vehicles are taxis

O C A N A D A—Character: Canadian Flag Shorts

A U S S I E—Character: Australian Flag Shorts

A M E R I C A—Character: American Flag Shorts

F S H N C H P—Character: UK Flag Shorts

D R A P E A U—Character: French Flag Shorts

D E U T S C H—Character: German Flag Shorts

M U T A N D A—Character: Italian Flag Shorts

B A N D E R A—Character: Spanish Flag Shorts

F U R A G G U—Character: Japanese Flag Shorts



JEREMY MCGRATH SUPERCROSS WORLD

Cheat Codes

Enter the following codes at the main menu. A cryptic confirmation message will appear each time you enter a code correctly.

Big heads—B, X, R, L, Right

Bike is bouncy—Up, Up, Y, Y, X, X

Infinite turbo—Down, Down, Down, L, R, Z

Low gravity—Left, Right, Up, Down, B, B, B

No boundaries—L, R, Z, L, R, Z

Shrunken mode—L, Z, Left, Right, B, B

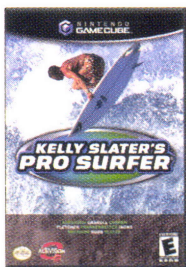
Tag mode—Z, X, Z, X

KELLY SLATER'S PRO SURFER

Secret Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

7025552918—All suits
6265556043—All tricks
9495556799—All surfers
6195554141—All boards
3285554497—All levels
2125551776—Max. stats
2135555721—Perfect balance
2175550217—High jumps
8775553825—1st-person view
8185551447—Trippy graphics
7145558092—Mega cheat



LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X.

MARIO GOLF: TOADSTOOL TOUR

Special Contests

Hold the Z button and press START at the title screen. You will see a new option called "SP Contests" at the main menu. Choose the new option and you'll see that the "Hole-in-One Contest" is already open. Select "Password Tournament" from the SP Contests menu and enter the following passwords for more contests:

0 E K W 5 G 7 U—Camp Hyrule Cup
G G A A 2 4 1 H—Super Mario Open
C E U F P X J 1—Target Bullseye Tour
B J G Q B U L Z—Hollywood Video Tour
E L B U T 3 P X—Peach's Invitational
9 L 3 L 9 K H R—Bowser's Big Blast
2 G P L 6 7 P N—Bowser Jr.'s Jumbo Tourney

NAMCO MUSEUM

Display Game Time in Galaga Arrangement

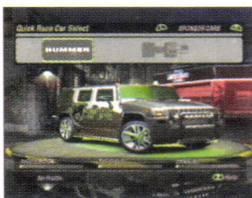
At the Galaga Arrangement screen, press Left, Right, Left, Right, Up, Down, Up, Down. The game time will now be displayed at the bottom of the screen while playing Galaga Arrangement.

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes

Enter the following codes when the words "Press Start" appear at the title screen:

\$1,000 Cash in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—Left, Left, Right, X, X, Right, L, R
\$200 in Career mode—Up, Up, Up, Left, R, R, R, Down
Unlock Hummer H2—Up, Left, Up, Up, Down, Left, Down, Left
Unlock Best Buy vinyl—Up, Down, Up, Down, Down, Up, Right, Left
Unlock Burger King vinyl—Up, Up, Up, Up, Down, Up, Up, Left



OVER THE HEDGE

Cheat Codes

At any time during gameplay, press START to pause the game, then hold L + R and enter any of the following codes at the pause menu:

Unlock all moves—Y, X, Y, B, B, X
Unlock all levels—Y, X, Y, X, X, B
Unlock all minigames—Y, X, Y, B, B, X
Extra damage—Y, X, Y, X, Y, B
Earn more HP from food pick-ups—Y, X, Y, X, B, Y
Always power golf—Y, X, Y, X, B, X
Unlock bonus comic 1—Y, X, B, B, X, Y
Unlock bonus comic 2—Y, Y, B, X, B, X

PETER JACKSON'S KING KONG THE OFFICIAL GAME OF THE MOVIE

Cheat Codes

At the main menu (the one that says "Play," "Options" and "Extras"), hold L + R, press Down, X, Up, Y, Down, Down, Up, Up, then release L + R. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)
GrosBras—One-shot kills
KK 999 mun—Unlimited ammo
lance 1nf—Unlimited spears
KKst0ry—Unlock all chapters
KKmuseum—Unlock all video options and "Extras" menu items
KKtigun—Equip pistol
KKcapone—Equip machine gun
KKsn1per—Equip sniper rifle

PRINCE OF PERSIA: THE SANDS OF TIME

Secret Level

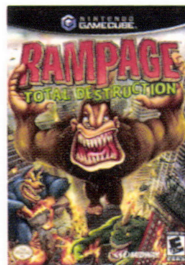
Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the B button on Controller 4 and quickly press A, B, Y, X, Y, A, B, X on Controller 1.

RAMPAGE: TOTAL DESTRUCTION

Cheat Codes

At the main title screen, hold L + R and a code entry window will appear, with six squares all set to zero. Press Up or Down to change the numbers in each of the squares and you can enter the following cheat codes:

2 7 1 8 2 8—Unlock all Cities
1 4 1 4 2 1—Unlock all Monsters and Cities
0 7 1 7 6 7—Single-hit destruction
9 8 6 9 6 0—Invulnerable monsters
0 1 1 2 3 5—All upgrades
0 8 2 8 6 4—Enable autoplay
8 7 4 0 9 8—Enable quick autoplay
6 6 7 3 0 x—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)



ROCKY

Secret Codes

Enter any of the following codes at the main menu: Unlock all boxers and arenas—Hold R and press Up, Down, Down, Left, Left, L
Boxers punch harder—Hold R and press Right, Down, Left, Up, Left, L
Boxers move faster—Hold R and press Down, Left, Down, Up, Right, L

SHREK 2

Cheat Codes

At any time during gameplay, press START to pause and select the "Scrapbook" option from the Pause menu. Now enter any of the following codes at the Scrapbook screen: Unlock all levels—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Up, Up, Up, Up
Unlock all bonuses—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Y, X, Y, X, Y, X
Earn 1,000 gold coins—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, X, X, X, X, X
Refill health meters—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Right, Down, Left, Up

SONIC HEROES

Metal Teams

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the A button, then immediately press and hold A + Y while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

SPONGEBOB SQUAREPANTS CREATURE FROM THE KRUSTY KRAB

Cheat Passwords

Choose "Extras" from the main menu, then select "Cheat Codes" and enter any of the following passwords:

V I G O R—Infinite health in all platform levels
G A S S Y—Infinite fuel in all flying levels
E M C S Q R—Infinite time in all driving levels
R O C F I S H—Earn 30,000 Z's
T I S S U E—Activate Sleepy Seed detector
G U D G E O N—Unlock all levels in Free Play mode

TOM CLANCY'S SPLINTER CELL: CHAOS THEORY

Unlock All Missions

Choose "Solo" from the main menu. At the Solo menu, hold L + R and press X, X, X, X, X, Y, Y, Y, Y, Y. You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.



TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu.

S E L L O U T—Unlock level select
E M E R P U S—Unlock invincibility
S L E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
F M N F B—Unlock all cheats
Z O O—Play Zoo mode
H U N T E R—Trigger game demo

WHIRL TOUR

Unlock All Characters and Character Levels

At the main menu, press Y, B, X, Y, Down, Right, Up, Left, L, L, Right, Right, Down, Up, R, X, Left, B, B, Down.

Complete All Current Level Objectives

At any time during Story mode, pause the game and press X, X, B, X, X, Y, X, X, L, R.

X-MEN LEGENDS

Unlock Extreme Gear

At the main menu, press Up, Up, Right, Left, Down, Down, START. A confirmation message will appear if the code has been entered correctly.

YU-GI-OH!: THE FALSEBOUND KINGDOM

Extra Gold Cheat

While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press Up, Up, Down, Down, Left, Right, Left, Right, B, A. If entered correctly, you'll hear a voice say "Yu-Gi-Oh!" and you will automatically receive 573 Gold. You can keep increasing your Gold by entering the code over and over.

ZAPPER

Infinite Lives

Press START to pause the game, then hold L and press Up, Up, Left, Left, Right, Left, Right. A message will confirm that the code has been accepted.

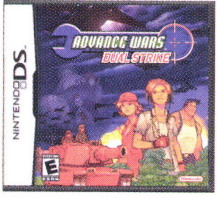


Nintendo DS tips

ADVANCE WARS: DUAL STRIKE

Unlock Additional Battle Maps

Insert either of the *Advance Wars* Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nell's Land and Advance Warpaper Battle Maps. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and Advance Warpaper 2 Battle Maps. Each of these maps can be purchased for only one point.



Unlock Advance Wars Custom Map

At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."

ANIMAL CROSSING: WILD WORLD

Get a Golden Shovel

Buy a second shovel from Tom Nook and bury one of them in the ground. Remember where you buried it, and dig it up 24 hours later to find a Golden Shovel. The Golden Shovel can be used to plant money trees, although they will not always bear fruit.

Get a Golden Net

Catch all the bugs that appear in the game to get the Golden Net from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that bugs given to you by another player do not count toward getting the Golden Net. The Golden Net is wider than the regular net, making it easier to catch bugs.

Get a Golden Rod

Catch all the fish that appear in the game to get the Golden Rod from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that fish given to you by another player do not count toward getting the Golden Rod. The Golden Rod makes it slightly easier to catch fish.

Get a Golden Can

Once Pelly or Phyllis deems your town perfect, keep it perfect for 16 days. The next time you speak to Pelly or Phyllis, you'll get the Golden Can. Using the Golden Can on withering flowers can turn flowers gold.

Get a Golden Slingshot

Shoot 15 floating presents out of the sky with the Slingshot. The 16th present you see float by will be the Golden Slingshot, so don't miss it! The Golden Slingshot fires three bullets at a time, making it easier to shoot down presents.

Get a Golden Axe

Buy a red turnip from Joan and bury it in the ground. This starts a long trading quest which can get you some rare items, such as Tom Nook's Pic, K.K.'s pic, Pascal's Pic and the Golden Axe. Water the red turnip daily and dig it up later. (For this purpose, you can dig it up after one day if you don't feel like spending the time.) The next time Wendell is in town, give him your red turnip. He'll either give you the country guitar or the turban. If you get the country guitar, give it to K.K. Slider the next

Saturday and he'll give you his picture. But if Wendell gives you the turban, give it to Saharah to get either a massage chair or a red vase. Give the red vase to Crazy Redd when he's in town to get the safe, which you should give to Tom Nook in exchange for his picture. If you got the massage chair, give it to Tortimer on your town's next holiday to get a scallop. Give the scallop to Pascal when you next see him to get either the Golden Axe or Pascal's pic. You can start the quest over (by purchasing another red turnip) if you want to keep all of the items mentioned above.

BUST-A-MOVE DS

Unlock Sound Player

At the main menu, press **SELECT**, **A**, **B**, **Left**, **Right**, **A**, **SELECT**, **Right**; an option will appear that allows you to listen to the game's music.

CARS

Cheat Codes

Enter any of the following codes at the title screen; you will hear a confirmation sound each time you enter a code correctly and you will automatically be taken into the main menu of the game.

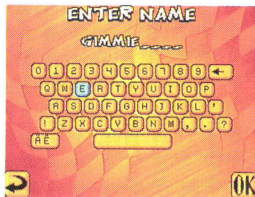
Unlock Ramone Style mini-game—**Up**, **Down**, **Up**, **Down**, **A**, **B**, **X**, **Y**

Unlock all mini-games—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**

CARTOON NETWORK RACING

Cheat Codes

Enter any of these codes as your player name to activate the corresponding cheat. You can change your name under the "Options" menu as well.



Note that as soon as you enter a cheat, a confirmation screen will come up that says, "Cheat active warning! Save disabled."

SPINACH—Unlimited superpower energy

ROCKETMAN—Unlimited Dumb Missiles

AARGH—Enables all hazards and pick-ups in the Time Trial

GIMMIE—Unlock everything

STONE ME—Every pick-up looks like a Dumb Missile, but shoots a stone block instead that can turn any vulnerable player to stone

IMACOPTER—Top-down view

CASTLEVANIA: DAWN OF SORROW

Unlock Items

If you start a new game of *Castlevania: Dawn of Sorrow* with a copy of the Game Boy Advance game *Castlevania: Aria of Sorrow* plugged into the GBA cartridge slot of your Nintendo DS, a special "Rare Ring" accessory will appear in your inventory.

CHARLOTTE'S WEB

Unlockable Minigames

Bale Out—Find the icon in a secret room on Level 1: Zuckerman's Barn

Apple Masher—Find the icon inside a secret room near the top of some haystacks in Level 3: Explore



Aeronauts—Find the icon in a secret room on Level 4: Some Pig!

Water Fun—Find the icon up in the branches after entering a tree hole on Level 5: Great Outdoors

Webbing Crashers—Find the icon inside the secret room next to the water wheel on Level 6: Water Worries

Bounce—Find the icon up in the branches after entering a tree hole on Level 8: Apple Sauce

Snacktime for Templeton—Find the icon in the tire pile after entering a tire hole on Level 9: Recon

Food Catch—Find the icon in the tire pile after entering a tire hole on Level 10: Commando Tactics

Bumper Cars—Find the icon on a ledge outside a circus tent after entering a secret room on Level 13: Pig Underfoot

Ring Toss—Find the icon in a secret room inside a circus tent on Level 14: Carnival

Spree Ball—Find the icon on top of the information booth on Level 14: Carnival

THE CHRONICLES OF NARNIA

THE LION, THE WITCH AND THE WARDROBE

Enter the following codes at the title screen/main menu before you start or continue a game. You'll hear a sound to confirm each code.

Invincibility—**A**, **Y**, **X**, **B**, **Up**, **Up**, **Down**, **Down**

Restore health automatically—**Left**, **Right**, **Up**, **Down**, **A**, **A**, **A**

Stronger attacks—**A**, **Up**, **B**, **Down**, **X**, **X**, **Y**, **Y**

Stronger weapons—**Left**, **Up**, **A**, **B**, **Right**, **Down**, **X**, **Y**

Max. money—**Up**, **X**, **Up**, **X**, **Down**, **B**, **Down**, **B**

Max. stats—**Left**, **B**, **Up**, **Y**, **Down**, **X**, **Right**, **A**

Get armor—**A**, **X**, **Y**, **B**, **Up**, **Up**, **Down**

DIGIMON WORLD DS

Secret Passwords

Enter these passwords inside the room in Digi-Central with the Access Counter and Help Desk. There's a staircase leading up to a purple portal where you can enter the passwords.

2 0 0 0 6 3 0—Get Scan Data for DotAgumon

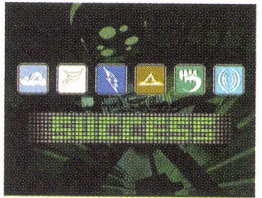
1 0 4 0 7 0 0 2—Get Scan Data for DotFalconmon

4 2 0 1 6 0 0 2—Get Ultimate Sword, Ultimate Brr and Ultimate Ring

DRAGON BOOSTER

Passwords

Choose "Password" from the main menu and enter any of the codes listed below. Note: For clarity's sake, we will identify the password symbols by numbering them from left to right according to the following legend:



- 1—Penn Racing symbol (gold), back row
- 2—Dragon Eye symbol (black), front row
- 3—Dragon Flares symbol (red), back row
- 4—Army of the Dragon symbol (purple), front row
- 5—Grip of the Dragon symbol (dark green), back row
- 6—Prophets symbol (orange), front row
- 7—Inner Order symbol (dark blue), back row
- 8—Dragon Fish symbol (light blue), front row
- 9—Dragon Wind symbol (white), back row
- 10—Will of the Dragon symbol (brown), front row
- 11—Mechanists symbol (gray), back row
- 12—Keepers symbol (light green), front row

13—Voice of the Dragon symbol (cyan), back row
Each time you enter a password correctly, you'll see the word "SUCCESS" flash on the top screen.
9, 13, 6, 5, 12—Unlimited sprint meter
8, 9, 7, 10, 5, 13—999,999 dracles (money)
2, 5, 4, 11, 6, 2—Unlock Shadow Booster and Shadow Dragon
12, 6, 12, 10, 13, 3—Unlock Dragon Booster and Legendary Beau
5, 12, 13, 5, 8, 11—Obtain Green Charging Gear
9, 2, 13, 8, 1, 12—Obtain Blue Energy Bolt Gear
13, 9, 8, 12, 10, 1—Skills Competition vs. Wulph
1, 9, 3, 6, 5, 2—Dragon-Human Duel vs. Reepyr
1, 7, 5, 3, 2, 11—Sprint meter cannot be recharged
11, 11, 11, 11, 11, 11—Obstacles and enemy attacks do super damage to your character in All City Race/Free Run
7, 8, 13, 12, 10, 10—Draconium bars in All City Race/Free Run are replaced by sushi

DRAGON QUEST HEROES: ROCKET SLIME

Tank Codes

At any time after you unlock the multiplayer tank battles (by rescuing Flantenna), go inside the church and enter either of the following codes to unlock the corresponding tank for use in the Tank Masters tournament or in multiplayer wireless tank battles:

Y, L, L, Y, R, R, Y, Up, Down, SELECT—Unlock Knightro tank
Y, R, R, Up, L, L, Y, Down, Down, Down, Y, SELECT—Unlock Nemesis tank



FROGGER: HELMET CHAOS

Unlockable Costumes

If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:

Frogger's Journey: The Forgotten Relic—Unlocks Punk costume
Frogger's Adventures 2: The Lost Wand—Unlocks Pirate costume

KIM POSSIBLE: KIMMUNICATOR

Cheat Codes

At any time during gameplay (not while paused), hold L + R and enter any of the following codes. You'll hear a chime to confirm as soon as you release the L and R buttons.

Refill health—A, A, A, Y
Invincible to enemy attacks—Y, Y, Y, X, A, B
One extra life—A, A, A, Y, X, Y
99 lives—A, A, A, Y, X, Y, B, A
9,999 electronic parts—Y, Y, X, B, A, Y
Max. gadgets/medkits—Y, Y, X, B, A, Y, Y, A
Unlock all missions—X, Y, X, A, X, B
Unlock all outfits—B, A, X, Y, A, B

NEW SUPER MARIO BROS.

Play as Luigi

At the "Select a File" menu in Mario Game (single player) mode, highlight your save file, then hold L + R and press A; you will hear Luigi say his name to confirm the code.

Enable Secret Challenge Mode

(Note: This code only works on a save file where you've previously completed the game.) While on the map screen, press START to pause the game and press L, R, L, R, X, X, Y, Y at the pause menu. A message will appear to confirm the code. In Secret Chal-



lenge Mode, the screen scrolling works as it did in the original *Super Mario Bros.*; i.e. you can't go back in the direction from which you came.

Fireworks

To trigger the fireworks that appear when you touch the flagpole at the end of a stage, make sure that the last two digits of the timer are the same number (i.e. 99, 88, etc.) at the exact instant when Mario or Luigi touches the flagpole. If your timing is right, you will be rewarded with explosions equal to that number. Since each explosion is worth 4,000 points, you can get a total of 36,000 extra points at the end of each stage instead of the maximum of 8,000 points earned by just hitting the top of the flagpole. Activating fireworks also triggers a Toad House to appear at each stage's starting point, with a reward inside that is also determined by the last two digits of the timer. If the numbers are 11, 22 or 33, you'll find a random power-up inside the Toad House that appears. If they're 44, 55 or 66, you'll get a 1-Up, and if they're 77, 88 or 99, the Toad House will contain a Mega Mushroom.

NINTENDOGS

Extra Treats

When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.

Constant Walks

Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.

Mystery Presents

When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. These presents are usually better than the ones that are already marked by Question Marks on the map.

PING PALS

Unlock Shantae Background

At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ping Pals/THQ" button (to load the game) at that exact second. When the game starts, check the item shop and you'll find the Shantae Background available for sale.

PRINCESS NATASHA

Cheat Codes

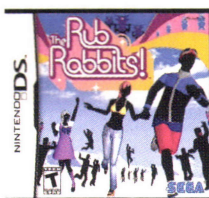
Choose "Extras" from the main menu, then select "Codes" and enter any of the following cheats:

CRUSH LUBEK—Infinite lives
OLEGS GIZMO—All gadgets available
SMASH ROBOT—Extra levels

THE RUB RABBITS!

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When *The Rub Rabbits!* game loads, a message will appear to confirm what has been unlocked.



Insert *Sonic Advance* cartridge—Unlock 04 accessory in Maniac Dress-Up

Insert *Puyo Pop* cartridge—Unlock 05 accessory in Maniac Dress-Up

Insert *Sonic Battle* cartridge—Unlock 06 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

SPIDER-MAN 2

Unlock All Special Moves

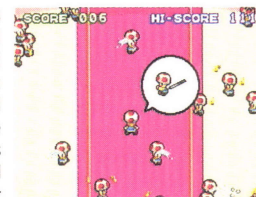
If you play *Spider-Man 2* with the Game Boy Advance game *Spider-Man: Mystery's Menace* inserted in the GBA cartridge slot of the DS, all of Spidey's special moves will be unlocked when you start a new game or load a saved game.

SUPER PRINCESS PEACH

Toad Mini-Game

At the "Press

Start" screen, hold the R button and press START. You will enter a weird mini-game where your objective is to control Toad and push other Toads off of the screen.



TEENAGE MUTANT NINJA TURTLES 3

MUTANT NIGHTMARE

Cheat Passwords

At the "Play Selection" screen, choose "Option," then select "Input Password" and enter any of the following passwords:

D D R M L R D S—Changes Life icons into pizza icons
L L D M S R M D—Changes Crystals into Santa Claus icons
S R D S L L M S—Changes Crystals into Easter egg icons
D R S S M R L D—Changes Crystals into jack-o-lanterns

TONY HAWK'S DOWNHILL JAM

Cheat Codes

Choose "Skateshop" from the main menu, then select "Buy Stuff" and access the "Enter Code" option. Now you can enter the following cheats:

B I G S N O W M A N—Unlocks the abominable snowman outfits
Z O M B I E A L I V E—Unlocks the zombie outfits
S N O W S K 8 T—Enables the "Always Snowskate" cheat
M I R R O R B A L L—Enables the "Mirror Mode" cheat

TRACE MEMORY

Tips

- The first time you meet the blonde man with glasses, give him some of the candy. He'll give you chocolate in return.

- You can save clear data after watching the credits roll by blowing out all the candles on the birthday cake using the DS microphone.

Keypad Solutions

1 1 2 8—Opens the door leading from the mansion foyer to Slate Hall. You overlay two hummingbird pictures to see it.

2 3 6 9—Opens the door leading out of Moss Hall. You overlay two moonlit bay pictures at right angles to see it.

5 8 1 9 8 3 1 2 2 0—Opens the door leading into the research lab in the back of the mansion. You can see it if you blow on the foggy window using the DS microphone.

A S H 8 5 3 L E Y
S A Y 9 1 9 0 K O—These two codes open the door leading to Trace.

Clear Data Bonuses

- When you play through a second time, when you watch the animation in the zoetrope, instead of a bird flying from branch to branch, you'll see a ninja.
- Some of the text in the DTS cards will be different.



PSP tips

300: MARCH TO GLORY

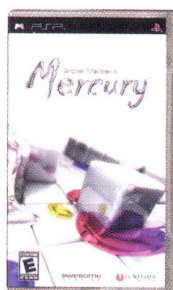
Earn 25,000 Kleos

At any time during gameplay, pause the game and press Down, Left, Down, Left, Up, Left.

ARCHER MACLEAN'S MERCURY

Cheat Code

Choose "Two Player Game" from the main menu. At the "Please enter your name" screen, enter "HG?", then return to the main menu. Now select "New Game" (or "Continue Game"); when the world select screen appears, hold L + R and press SELECT to unlock all of the levels (and most of the movies at the Watch Movies menu). Hold L + R and press SELECT again to lock the levels.



ATV OFFROAD FURY: BLAZIN' TRAILS

Cheat Passwords

Select "Options" from the main menu, then select "Player Profile." Scroll down to "Enter Cheat" and enter any of the following codes. Note the spaces in some of the codes, the lowercase letters in the first code and the number zero in the fifth code.

All ACCESS—Unlock everything except the Fury bike

BILLBOARDS—Unlock all music videos

DUBS—Unlock all tires

DUDS—Unlock all rider gear

NOGAME—Unlock all events

SMOG TEST—Unlock all exhausts

TO LAZY—Unlock all ATVs except the G-Ride or Fury bike

TRICK IT OUT—Unlock all bike parts

\$MONEYBAGS\$—Earn 1500 credits

+THREE—Unlock Ravage Talon ATVs

BATTLEZONE

Cheat Codes

Choose "Options" from the main menu, then select "Cheats." To toggle a specific cheat on or off, highlight the cheat and enter the corresponding code listed below.

Team Special Recharge—Right, Right, Left, □, R, L

Mortar Only—△, L, □, □, Right, Left

Instant Gib—L, □, △, Right, △, R

Unlimited Ammo—Left, R, L, △, Right, □

Pickup Double Time—□, Right, △, Right, R, L

No Auto Heal—START, Right, Left, SELECT, Right, □

Always Invisible—L, Left, Right, □, △, R

Max. Players—Right, Left, Right, Left, Right, Left

CHILI CON CARNAGE

Invincibility

Press □ at the main menu to access the Profile Options menu, then choose the "Create New Profile" option. Enter ERNESTO as your profile name and begin a new game; Ram will be invincible.

CRASH TAG TEAM RACING

Cheat Codes

At the title screen, hold L + R and enter any of the following codes:

Unlock alternate Crash costume—□, □, □, □

Toy car mode—□, □, △, □

Increased driving speed—□, □, △, △

Disable HUD—X, □, △, □

Townfolk have chickens for heads—X, □, □, □

Destroy rival cars upon collision—X, □, □, X

DEAD TO RIGHTS: RECKONING

Unlock All Cheats

Enter "DoggieStyle" as your profile name (be sure to capitalize only the "D" and the "S"). Now choose "Options" from the main menu and the "Cheats" menu will be unlocked.

DEATH JR. II: ROOT OF EVIL

Cheat Codes

At any time during gameplay, press START to pause the game, then hold L at the pause menu and enter any of the following codes:

Invincibility—Up, Up, Down, Down, Left, Left, Right, Right, □, △

Refill health meter—Up, Up, Down, Down, X, □, △, □, X, X

Refill ammo—△, △, X, X, □, □, □, □, Down, Right

Unlimited ammo—△, △, X, X, □, □, □, □, Right, Down

FRANTIX

Cheat Codes

At the main menu, hold L + R, then enter any of the following codes at the menu that appears:

INVINC1—Invincibility

INVINC0—Disable "invincibility" cheat

LVLANY1—Unlock all levels

LVLANY0—Disable "unlock all levels" cheat

GRADIUS COLLECTION

Earn All Power-Ups

At any time during gameplay, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, L, R. This code will only work with *Gradius II*, *Gradius III*, *Gradius IV* and *Gradius Gaiden*, and can only be entered once per stage.



GRAND THEFT AUTO: LIBERTY CITY STORIES

Secret Cheat Codes

Enter the following cheat codes at any time during the game (not while paused):

Unlock all game locations, gangs and characters in

Multiplayer menu—Up, Up, Up, △, △, □, L, R

Full health—L, R, X, L, R, □, L, R

Full armor—L, R, □, L, R, X, L, R

Earn \$250,000—L, R, △, L, R, □, L, R

Lock "Wanted" level at 0—L, L, △, R, R, X, □, □

Cars can drive over water—□, X, Down, □, X, Up, L, L



GRAND THEFT AUTO: VICE CITY STORIES

Secret Cheat Codes

Enter the following cheat codes at any time during the game (not while paused):

Unlock all game locations and characters in Multiplayer menu—Up, Up, Up, △, △, □, L, R

Full health—Up, Down, Left, Right, □, □, L, R

Full armor—Up, Down, Left, Right, □, □, L, R

Weapons Set 1—Left, Right, X, Up, Down, □, Left, Right

Weapons Set 2—Left, Right, □, Up, Down, △, Left, Right

Weapons Set 3—Left, Right, △, Up, Down, □, Left, Right

Earn \$250,000—Up, Down, Left, Right, X, X, L, R
Lock "Wanted" level at 0—Up, Right, △, △, Down, Left, X, X

GUN: SHOWDOWN

Cheat Passwords

Select "Profile" from the main menu, then choose "Name" and enter any of the following names to activate the corresponding cheat:

b a r t o n—Infinite ammunition in Story mode

c a m p b e l l—Increased ammunition capacity

q u i v i r a—Accelerated firing

n e d w h i t e—Unlock all weapons in Story mode (except final Thrown weapon)

a l l i e s—Unlock Jenny as a playable character

b a d l a n d s—Unlock Lost City multiplayer map

h u n t e r—Unlock all Challenges in Quick Play mode

HOT SHOTS GOLF: OPEN TEE

Cheat Code

Choose "New Game" at the title screen. When the "Create Data" screen appears, enter the code "5TNEPO" to unlock all characters, courses, caddies and items. This code also maxes out your HSG Rank, Challenge mode rank and character loyalty levels.

JUSTICE LEAGUE HEROES

Cheat Codes

At any time during gameplay, press START to pause

the game, then hold L at the

pause menu and enter any

of the following codes:

Earn 35 Boosts—Left, Right,

Left, Right

Take less damage—Left, Up,

Right, Down

Purchase all Heroes—Right,

Down, Left, Up

Unlock all Powers, all Powers

are maximum rank—Right,

Down, Right, Down

Earn 20 Shields—Up, Up, Down, Down

Purchase all alternate costumes—Down, Left, Up,

Right

Unlock all Cinematics—Down, Right, Down, Left

One-hit kills—Up, Up, Down, Left, Up, Up, Down,

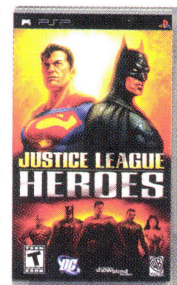
Right

Invincibility—Left, Down, Right, Up, Left, Down,

Right, Up

Unlimited Power—Down, Down, Right, Right, Up,

Up, Left, Left



L.A. RUSH

Cheat Codes

Enter the following codes at any time during gameplay:

Unlimited Nitro—Up, Down, Left, Right, □, Up, Down, □, Up

High-speed traffic—Up, Down, Left, Right, □, Right, □, Left

MEDIEVIL: RESURRECTION

Cheat Menu

At any time during gameplay, press START to pause the game, then hold R and press Down, Up, □, △, △, □, Down, Up, □, △ while the game is paused. A cheat menu will appear with options to toggle invincibility on or off and to unlock all weapons. Repeat the code to disable the menu.

MIDNIGHT CLUB 3: DUB EDITION**Cheat Passwords**

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following case-sensitive passwords:

u r b a n s p r a w l—Unlock all cities in Arcade Mode, additional Ordered Races, Circuit Races, additional Autocross and additional Track races
o n t h e r o a d—Vehicle takes no damage

MLB 07: THE SHOW**Main Menu Cheat**

Enter the following code at the main menu:

Unlock Silver Era and Golden Era teams—Left, Up, Right, Down, Down, Left, Up, Down

In-Game Cheats

At any time during the game, press the **START** button to pause and enter any of the following codes at the Pause menu:

All pitches have max. speed—Up, Left, Down, Up, Left, Right, Left, Down

All pitches have max. break—Right, Up, Right, Down, Up, Left, Left, Down

Big ball—Left, Up, Down, Right, Left, Left, Up, Down

Big heads—Left, Right, Up, Up, Left, Up, Up, Left

Tiny heads—Left, Right, Down, Down, Left, Right, Down, Left

Randomized roster—Left, Up, Down, Up, Right, Left, Left, Down

MX VS. ATV: ON THE EDGE**Cheat Code**

Choose "Options" from the main menu, then select "Cheat Codes" and enter the code "toolazy" to unlock everything.

NASCAR**Cheat Codes**

Enter any of the following case-sensitive names as your driver's first and last name in Fight to the Top mode to activate the corresponding cheat:

GiveMe More—Start with \$10,000,000 in the bank in Fight to the Top mode

Outta MyWay—Start with 2,000,000 Prestige points and Level 10 Prestige in Fight to the Top mode

AllBow ToMe—Start with 10,000,000 fans and Rank 1 Popularity in Fight to the Top mode

ItsAll ForMe—Unlock all Chase Plates in Fight to the Top mode

NEED FOR SPEED MOST WANTED 5-1-0**Cheat Codes**

Start a new game and enter the following case-sensitive names as your player's name to unlock the following cheats:



!ka-ching—Start with \$500,000

!bacon—Start with \$100,000 and unlock all Pursuit vehicles in Tuner Takedown mode

!tuner-well—Start with \$200,000 and unlock 237 performance upgrades

!king-crown—Start with \$100,000, unlock all tracks in Quick Play mode and defeat all opponents except Clarence Callahan in Career mode

!giddy-up—Start with \$500,000 and unlock all vehicles for purchase

!get-set—Start with \$100,000, unlock all tracks in Quick Play mode and unlock all Pursuit vehicles in tuner Takedown mode

!mr. blonde—Start with \$500,000, unlock all tracks in Quick Play mode, unlock all Pursuit vehicles in tuner Takedown mode, unlock all vehicles for purchase and unlock 237 performance upgrades

NEOPETS: PETPET ADVENTURES**Start With Five Chocolate Doglefox Bars**

At the name entry screen, enter treat4u as your player's name. You will hear a confirmation sound

and the entered name will default back to "Player1." Enter any name you choose and begin a new game, then check your inventory for the chocolate.

PAC-MAN WORLD 3**Unlock All Levels**

At the main menu, quickly press Left, Right, Left, Right, Up, Up.

PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST**Cheat Codes**

Enter the following codes during gameplay:

Restore health—△, ○, △, ○,

△, ○, ○, ×

God mode—△, ○, ○, △, △,

□, ×, ×

One-hit kills—△, ○, ○, △,

△, □, □, □

Unlock "The Kraken" level—

○, ○, ○, △, △, △, □, □

Unlock all stages—○, ○, △,

△, ○

Unlock all Treasure Arenas—

○, ○, ○, △, △, △, ×, ×

Unlock all Power Moves/Unlimited Power Moves—

△, △, △, □, □, ×, ○, ○

**SMART BOMB****Cheat Code**

At the title screen—while the words "PRESS START BUTTON" are flashing—press Down, Right, Up, Left, Right, ○, □. After a few seconds, two spinning icons will appear in the corner of the screen to confirm. This code unlocks the "Challenge" and "Special" modes, all the bombs in Story mode and all the difficulty settings in Arcade mode. By accessing the bomb select screen in Story Mode, you can also unlock all the bombs in Multiplayer Timed mode and all the difficulty settings in Multiplayer Points mode.

SPIDER-MAN 2**Cheat Passwords**

Select "Options" from the main menu, then choose "Specials." Now select "Cheats" and enter any of the following codes:

N E R G E T S—Invincibility

F I L L M E U P—Infinite webbing

M Y H E R O—Unlock all special moves

W A R P U L O N—Unlock all levels

P O P P Y C O R N—Unlock all movies

S H U T T—Unlock all production art

F R Z F R A M E—Unlock storyboard viewer

S P I D E Y M A N—Tiny Spider-Man

H E A V Y H E A D—Spidey has a big head and feet

B A H L O O N I E—Enemies have big heads and feet

**STAR WARS: BATTLEFRONT II****Cheat Codes**

At any time during gameplay in Galactic Conquest or Instant Action modes, press **START** to pause the game and enter any of the following codes. Enter the same code a second time to disable its effect.

Infinite ammo—Up, Down, Left, Down, Down, Left,

Down, Down, Left, Down, Down, Down, Left, Right

Invincibility—Up, Up, Left, Down, Down, Down, Left, Up, Up, Up, Left, Right

STAR WARS: LETHAL ALLIANCE**Cheat Codes**

Choose "Profiles" from the main menu, then select "Create Profile" and enter one of the following names to activate the corresponding cheat(s):

H A N S O L O—Unlock all levels (note: "0" characters in this code are the number zero)

B O B A F 3 T—Health refills when depleted (note: the second character in this code is the number zero)

J D 1 M S T R—Unlock all levels, health refills when depleted (note: the third character in this code is a number one)

THRILLVILLE

While inside of any amusement park, enter any of the following codes for the desired cheat.

Earn \$50,000—□, ○, △, □, ○, △, ×

Unlock all Carnival Rides, Coasters, Race Tracks, Games and Stalls in the current park—□, ○, △, □,

○, △, △

Unlock all parks—□, ○, △, □, ○, △, □

VIRTUA TENNIS**Cheat Codes**

At the main menu, hold the L button and enter any of the following codes. A confirmation sound will confirm correct code entry.

Unlock all stadiums in Exhibition mode—Up, Down, Left, Right, □, □

Unlock the King & Queen in Exhibition and Tournament modes—Up, Down, Up, Down, □, △, □

Begin World Tour mode with \$1,000,000—Up, Down, Left, Down, △, △, △

Earn \$2,000 every week in World Tour mode—Up, Down, Right, Down, △, □, △

Being World Tour mode ranked #1—Left, Right, Down, Up, □, □, △

Unlock all racquets and clothing in World Tour mode—Right, Left, Right, Right, Up, Up, Up

THE WARRIORS**Cheat Codes**

Enter the following codes during gameplay (not while paused):

Infinite Rage—□, ○, △, SELECT, ×, Left (Note: This code will not

work until you have learned the Rage Mode ability)

Temporary invincibility—Down, □, Left, ×, L, SELECT

Complete the game 100%—L, SELECT, □, Down, L, Right

Reset "Wanted" level—Up, SELECT, ×, △, △, ○

Earn knife weapon—Down, Down, SELECT, Up, Up, L

Earn unbreakable bat weapon—L, L, ○, Up, ○, SELECT

Earn machete weapon—L, ×, R, R, SELECT, R

**WRC: FIA WORLD RALLY CHAMPIONSHIP****Cheat Passwords**

When starting a new game, enter "PADLOCK" at the "Profile" screen to unlock everything.

X-MEN LEGENDS II: RISE OF APOCALYPSE**Cheat Codes**

Enter each of the following codes at the menu screen indicated:

Unlock all Skills—Press Left, Right, Left, Right, Down, Up, **START** at the Team Management screen

Max. Stats + 98 Skill Points—Press Up, Down, Up, Down, Left, Up, Left, Right, **START** at the Team Management screen

Unlimited Xtreme Meter—Press Left, Down, Right, Down, Up, Up, Down, Up, **START** at the Team Management screen or during gameplay

Earn 100,000 Tech Bits—Press Up, Up, Up, Down, Right, Right, **START** at the Equipment menu

Super speed—Press Up, Up, Up, Down, Up, Down, **START** at the Pause menu or during gameplay

Unlock all characters—Press Right, Left, Left, Right, Up, Up, Up, **START** at the Team Management screen

Unlock all Skins—Press Down, Up, Left, Right, Up, Up, **START** at the Team Management screen

Unlock all Danger Room modes—Press Right, Left, Right, Left, Up, Down, Up, Down, **START** at the main menu



Game Boy Advance tips

ACE COMBAT ADVANCE

Password

Q F 9 B 9 F 5 9—Unlock every mission and plane with an S-rank on all missions

ALEX RIDER: STORMBREAKER

Cheat Codes

Select "Cheats" from the main menu to access a list of cheats that need passwords in order to toggle them on. When you enter the correct password for the corresponding cheat, a check mark will appear next to it in the Cheats menu.

JESSICA_PARKER—Infinite health
VICTORIA_PARR—One-hit K.O.
SARYL_HIRSCH—Fast Downtimer
RENATO_CELANI—Slow bullets
6 9 4 3 0 5 9—Extra enemy health
9 6 0 3 7 1 7—Extra enemy damage
6 8 9 4 0 9 8—Undetectable to bugs
5 2 0 4 0 2 5—Undetectable to guards
4 2 9 8 3 5 9—Dizzy enemies
9 7 8 5 7 1 1—Chase Passthrough

BARBIE AS THE PRINCESS AND THE PAUPER

Passwords

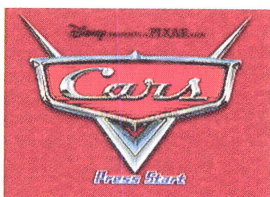
Preminger, Wolfie, Erika, Serafina—Level 1-2
Wolfie, Preminger, Serafina, Preminger—Level 1-3
Preminger, Wolfie, Serafina, Wolfie—Level 1-4
Serafina, Wolfie, Erika, Preminger—Boss 1
Princess Anneliese, Preminger, Wolfie, Erika—Level 2-1
Preminger, Princess Anneliese, Wolfie, Erika—Level 2-2
Preminger, Serafina, Preminger, Erika—Level 2-3
Serafina, Erika, Preminger, Wolfie—Level 2-4
Preminger, Erika, Serafina, Wolfie—Boss 2
Wolfie, Preminger, Wolfie, Erika—Level 3-1
Serafina, Preminger, Erika, Serafina—Level 3-2
Erika, Wolfie, Serafina, Princess Anneliese—Level 3-3
Erika, Serafina, Erika, Preminger—Level 3-4
Preminger, Serafina, Princess Anneliese, Serafina—Boss 3
Wolfie, Serafina, Preminger, Serafina—Level 4-1
Preminger, Serafina, Princess Anneliese, Preminger—Level 4-2
Wolfie, Serafina, Erika, Serafina—Level 4-3
Serafina, Preminger, Wolfie, Preminger—Level 4-4
Erika, Serafina, Princess Anneliese, Wolfie—Boss 4
Erika, Princess Anneliese, Princess Anneliese, Man—Final boss
Princess Anneliese, Serafina, Erika, Wolfie—Arcade level



CARS

Cheat Codes

Enter the following codes at the "Press Start" screen. You'll hear an engine noise to confirm each time you enter a code correctly.



Left, Left, Right, Right, B, B, A—Unlock the Radiator Cap Secret Circuit

Right, Down, Right, B—Unlock all cars

Up, Up, Left, Right, Right, Left, Down, Down—Unlock all car colors

Left, Down, Right, A—Unlock all screenshots at the Drive-In

Left, Right, Left, Right, A, B—All levels unlocked

Up, Up, Down, Down, Left, Right, Left, Right, B, A—90 Boltz and all levels unlocked

THE CHRONICLES OF NARNIA

THE LION, THE WITCH AND THE WARDROBE

Cheat Codes

At any time during the game, press **START** to pause and enter any of the following codes at the Pause screen:

Invincibility—Right, L, Down, A, Left, **SELECT**

Kill enemies with one hit—Up, Down, **SELECT**, **SELECT**, Down, Up

Get Armor (Only in Winter levels)—A, **SELECT**, Left, Down, Right, Up

Refill health—**SELECT**, R, A, L, Left, Right

Get five of each usable item—Left, A, Left, **SELECT**, Down, Down

Toggle Cold Gauge on/off—Right, Left, Left, Down, Up, **SELECT**

Toggle snow on/off—A, L, **SELECT**, R, Right, Right

Toggle icy/slippery floor on/off—A, L, **SELECT**, A, Right, Up (does not work in all areas)

Unlock All Chapters

Choose "New Game" from the main menu, then press **R**, **L**, **Up**, **Up**, **Left**, **Right** at the Chapter select screen to unlock all chapters. The code may not work if you press any unnecessary buttons at the Chapter select screen before entering it. You can also enter the code at the Chapter select screen after loading a saved game, but it does not always work the first time you enter it.

DANNY PHANTOM: THE ULTIMATE ENEMY

Passwords

D A S H—Unlock

"Dash's Haunted Locker" minigame

E C T O—Unlock

"Hide'n'Ghost Seek" minigame

J A Z Z—Unlock

"Levitating" minigame

R U S H—Unlock

"Ghost Arena" Boss

Rush Mode

S E E K—Unlock

"Sam's X-Ray Ecto Detector" minigame

V L A D—Unlock Easy and Hard Mode



GRAND THEFT AUTO

Stage Select

At the main

menu, press

Left, Right, Up,

Down, L, R

(you'll hear a

chime), then

hold the **START**

button and

press A. A new

"Pick Level" option

will appear at the

bottom of the

main menu. After

entering this code,

you can also press

B at the main menu

to view the game's

credits.

Cheat Codes

At any time during

the game, hold A + B

and press **START**;

you'll hear a signal

and the words "Cheat

Mode On" will appear

on the screen, and

your character's

coordinates will also

be displayed. Now

you can enter any

of the following

codes during game-

play (not while

paused):

Left, Right, Up, Down, B, B—Max. health

Left, Right, Up, Down, A, L—Max. armor

Left, Right, Up, Down, A, A—All weapons

Left, Right, Up, Down, L, L—Earn \$15,000

Left, Right, Up, Down, R, R—Toggle max. "Wanted"

level/zero "Wanted" level



GUNDAM SEED: BATTLE ASSAULT

Password

W L J K 7 S D O S—Unlock all Mobile Suits and Very

Hard difficulty setting

HARLEM GLOBETROTTERS: WORLD TOUR

Password

X T G X 3 H—All 15 teams unlocked

ICE AGE

Passwords

M F K R P H—Art Gallery

M T T Q B B—Unlock all levels

THE INCREDIBLES: RISE OF THE UNDERMINER

Cheat Passwords

L L V V L L—Enable stage select option at the

difficulty select screen (press L or R to change the

starting level), toggle on-screen debug data during

gameplay by pressing **SELECT**

Z Q M B ! 3—Unlimited Incredi-meter

X 4 V ! 3 R—Invulnerability (enemies and obstacles

don't affect you, items can't be picked up)

S H N B R T—Invulnerability + unlimited Incredi-

meter

JAMES POND: CODENAME ROBOCOD

Cheat Codes

To activate the cheat codes in *Codename Robocod*,

you must pick up specific items in a specific order

without picking up any other items in between. If

you consider the first letter of each item, you'll see

that the letters will spell out words that can help

you to remember the order in which the items must

be touched. All of the items listed below can be found on the outside of the castle; for example, you'll see the Cake, Hammer, Earth (globe), Apple and Tap (faucet) on a ledge just above you at the start of a new game.

Unlimited lives—Touch the Lips, Ice cream, Violin, Earth and Snowman in that order
Invincibility (not permanent)—Touch the Cake, Hammer, Earth, Apple and Tap in that order
Refill energy—Touch the Penguin, Oil can, Watermelon, Earth and Racket in that order

KIM POSSIBLE: REVENGE OF MONKEY FIST

Password

Ron, Kim, Kim, Guard, Guard, Guard, Guard—Start new game with all extras unlocked
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push **Down** on the D-pad, the remaining characters are shown in the following order: Ron, Shogo, Wade, Monkey Fist, Rufus, Draken, Guard.

LEGO STAR WARS II: THE ORIGINAL TRILOGY

Cheat Codes

Inside the Mos Eisley cantina, walk up to the counter and press the **B** button to talk to the bartender. Select "Codes" from the menu that appears and enter any of the following passwords:

1 1 3 4 0—Unlock Sith Mode cheat
7 5 0 4 6—Unlock Jedi Spirit cheat
8 0 8 7 3—Unlock Bubble Blaster cheat
7 0 5 4 6—Unlock Dancing Girl in the corner of the Mos Eisley cantina

MADAGASCAR: OPERATION PENGUIN

Cheat Codes

During gameplay, press **SELECT** and then enter either of the following codes. You will hear a confirmation sound each time you enter a code correctly.

Christmas cheat—**Up, L, Left, R, Right, L, Down, R**

In the stage select area where you jump down different holes, a Christmas tree will appear next to the penguin's headquarters, and the music will change to a holiday theme. There will also be a new hole that lets you go back to the first stage you played where you fought Mr. Chew. If you enter the code while in any other stage, you'll warp back to the beginning of that stage with full health. [Note: If you enter the code before visiting any other stages other than the first one, you'll be warped to the start of the first stage where you fought Mr. Chew.]

Super jump—**L, R, Up, Down, R, L, Left, Right**

This is similar to the first code, except instead of turning the Christmas theme on and off, it turns a super high jump on and off. It also warps you to the beginnings of stages with full health, and if you input the code before visiting any new stages, you will be warped to the beginning of the first stage where you fought Mr. Chew.

NICKTOONS UNITE!

Passwords

J A Z M I N E—Level 2 (Fenton Lab)

P A U L I N A—Level 3 (Vlad's Chateau)

S K U L K E R—Level 4 (Bikini Bottom)

P A T R I C K—Level 5 (Chum Bucket)

M E R M A I D—Level 6 (Plankton)



S C A L L O P—Level 7 (Timmy's Home)

B A B Y S I T—Level 8 (Dimmsdale Dump)

G O D D A R D—Level 9 (Crocker's Locker Room)

E S T E V E Z—Level 10 (Jimmy's Lab)

L I B E R T Y—Level 11 (Subterranean Caves)

S K Y L A R K—Level 12 (Prof Calamitous' Lab)

OPERATION: ARMORED LIBERTY

Passwords

B K F S Z W—Mission 2

D F F S K Z—Mission 3

S K X S Z P—Mission 4

Q K F S Z B—Mission 5

X K F S J Z—Mission 6

B K F J Z C—Mission 7

D Y F S Z J—Mission 8

V K F S Z Q—Mission 9

S K F S P Z—Mission 10

PIRATES OF THE CARIBBEAN

THE CURSE OF THE BLACK PEARL

Cheat Passwords

Choose "Continue Game" from the main menu, then enter any of the following cheat codes:

1 M M O R T 4 L—Infinite lives

B V L L 1 T Z—Infinite bullets/cannonballs

G O D D 1 3 S—Start with pistol, sabre and triple cannons

S H 3 3 P—Soldiers and pirates turn into explosive sheep as soon as they see Jack

PRINCESS NATASHA

Cheat Codes

Choose "Extras" from the main menu, then select "Codes" and enter any of the following cheats:

C R U S H L U B E K—Infinite lives

O L E G S G I Z M O—All gadgets available

S M A S H R O B O T—Extra levels

RIVER CITY RANSOM EX

Cheat Codes

Press **START** to pause the game, then select "Status." At the Status screen, select "Name" and change your characters name to any of the following names to activate the desired cheat:

D A M A X—All abilities maxed out

P L A Y A—Earn \$999,999.99 instantly

F U Z Z Y—Enable Mach Punch, Dragon Kick, Acro Kick, Grand Slam, Javelin Man, Slick Trick, Nitro Port, Twin Kick, Deadly Shot, Top Spin, Helicopter and Torpedo techniques

W U Z Z Y—Enable Slap Happy, Pulper, Headbutt, Kickstand, Big Bang, Wheel Throw, Glide Chop, Head Bomb, Chain Chump, Jet Kick, Shuriken and Flip Throw techniques

W A Z Z A—Enable Boomerang, Charge It, Bat Fang, Flying Kick, Speed Drop, Bomb Blow, Killer Kick, Bike Kick, Slam Punk, Dragon Knee, God Fist and Hyperguard techniques

B E A R—Enable PhoenixWing, Inlines, Springlines, Rocketeers, Air Merc's, Narcishoes, Magic Pants, Pandora Box, Skaterz and Custom Fit at the Techniques menu

X T R A 0—Add Custom Char to Item menu

X T R A 1—Add Custom Self to Item menu

X T R A 2—Add Custom Move to Item menu

SONIC ADVANCE

Play as Sonic w/Tails

Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press **Up, Right, Down, Right, L, Right, R, Right, A**. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.



SUPER ARMY WAR

Passwords

Choose "Code" from the main menu, then enter any of the following codes:

1 2 2 8 4 6—Unlock all battle campaigns

4 4 4 4 2—Change all vehicles to modern military vehicles

TONY HAWK'S PRO SKATER 2

Cheat Code

At the "Paused" menu, hold **R** and press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**. This code sets all the levels at 100% completion; it also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game.

URBAN YETI!

Cheat Password

Choose "Continue" from the main menu, then enter the following passwords to begin at the stage indicated with three credits:

F O R E W O R D—Level 1: Industrial Island

H A M S T E A K—Mini-Game: Soup Kitchen Manager

N I T E T I M E—Level 1: Industrial Island (Part 2)

V E N G E F U L—Level 2: The City

P I N G P O N G—Mini-Game: Discus Tournament

D U M P S T E R—Level 3: The City

Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun

C I T I Z E N S—Level 4: The Suburbs

P R O V I D E R—Mini-Game: Yeti Chicken Rancher

T O N Y G O L D—Secret cheat menu



VAN HELSING

Passwords

255 M12 111—St. Peter's Basilica (The Vatican)

46D 32M 111—Vaseria Village

66! K6Q 211—Track the werewolf

74L KC@ 311—Castle Frankenstein

82* !D6 511—Escape from Castle Frankenstein

96P KG2 611—Carriage battle

BJP KG@ 611—Dracula's Castle

CG5 B78 *M1—Final level

DL5 BF3 QM1—Ending credits

WARIO LAND 4

Karaoke Mode

Enter the Sound Room, then press **Up + START + SELECT + L + R**. A new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese—to a special hidden CD tune. While the song plays, you can use the following commands to modify it:

Tap **Up** repeatedly—Raise pitch

Tap **Down** repeatedly—Lower pitch

Tap **Left** repeatedly—Slow down

Tap **Right** repeatedly—Speed up

Press **L** or **R**—Toggle vocals on/off

X2: WOLVERINE'S REVENGE

Cheat Codes

At the "Select Slot" screen, hold the **L** button and enter any of the following codes;

Invincibility—**Down, Up, Down, Down, Up, Down, SELECT**

100 lives—**Right, Right, Right, Right, Right, Right, Right**

Unlock all power-ups—**Right, Left, Right, Left, Right, Left, Right**

Health recovers when claws are extended—**Right, Up, Down, Right, Left, SELECT, SELECT**

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Bonus Stage Menu

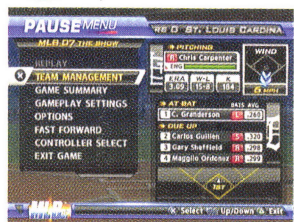
At the stage-select screen, hold the **SELECT** button and press **L, L, B, A, R**. A menu will appear that allows you to play any of the game's mini-battles.



DO YOU KNOW THE SECRET OF THE MYSTERY CODES?

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

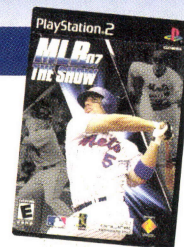
PS2 #97 MLB 07: THE SHOW



The Code: At any time during gameplay, press **START** to pause the game and enter the following code at the Pause menu:

Right, Right, Down, Right,
Up, Left, Left, Down

What We Know: Entering this code will cause the Dual Shock controller to vibrate briefly, similar to the *MLB 07: The Show* codes in our *PlayStation 2* tips section. However, after unpausing the game, we were not able to see or hear any changes. Note: This code may also do something in the PSP version of the game, though there's no rumble to confirm. *Can you solve the mystery?*



PS #98 XENA: WARRIOR PRINCESS



The Code: At the main menu, press **△** eight times consecutively.

What We Know: This code triggers the same kind of confirmation sound as the other known *Xena: Warrior Princess* cheats, but it has no obvious effect. It's a very simple code, though, so its purpose is probably very simple as well. *Can you solve the mystery?*



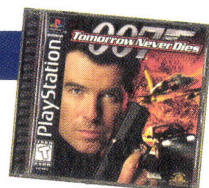
PS #99 TOMORROW NEVER DIES



The Code: At any time during the game, press **START** to pause, then enter the following code at the pause menu:

SELECT, SELECT, ○, ○,
△, □, △, □

What We Know: Entering this code will unpause the game, just like the rest of the *Tomorrow Never Dies* codes that are known to exist, but it causes no change in the game that we can see. This game is loaded with cheats, some of which have very subtle effects. *Can you solve the mystery?*



Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

CRACK THE CODE AND WIN A PRIZE!

Think you've got what it takes to beat the *TIPS & TRICKS* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *TIPS & TRICKS* cap or backpack and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. E-mail your answer(s) to MysteryCodes@TipsTricks.com and be sure to tell us if you prefer the cap or backpack if you should win. Note: If you don't have e-mail access, you can mail your answer(s) to **Mystery Codes, c/o TIPS & TRICKS, 8484 Wilshire Blvd. Suite 900, Beverly Hills, CA 90211**; we'll know when you mailed it by the postmark on the envelope.



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"...a heretofore unseen level of detail and animation...the action and systems are masterfully executed..."

- Play Magazine



ODIN SPHERE

Odin Sphere

Five unique playable characters, each with their own attacks and spells.



Hand-rendered sprites almost breathe off the screen!

Tremble in the shadow of gargantuan mythical beasts! Forge a path to victory in this immersive tale of power, deceit and love!

Lose yourself in its beauty...



Fantasy Violence
Suggestive Themes
Mild Language
Use of Alcohol

PlayStation 2



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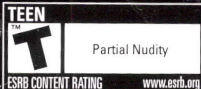
SNK
vs.
CAPCOM

CARD FIGHTERS DS

WHEN WORLDS CLASH...
ONLY THE GREATEST CARD
FIGHTERS REMAIN!

Use favorite **SNK** or **CAPCOM** characters to battle it out in the Card Fighters Tournament

- 400 different cards to use, collect, and trade
- Use strategic card arrangements to win
- Combine cards for added value and strength
- Unlock the Secrets of the Card Tower
- Challenge a friend with the wireless head-to-head Combat Mode



NINTENDO DS

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